

100% PC GAMES

**STRATEGY SPECIAL**  
10 NEW BRAIN-BUSTING  
STRATEGY GAMES  
REVIEWED AND RATED

**EXCLUSIVE REPORT**

## CM3

Goodbye life! Why the next  
*Championship Manager* will be  
top of the league this Christmas

# TOMB RAIDER III

## LARA'S BACK!

EXCLUSIVE interview with the  
boys behind *the girl*

## WORLD CUP 98

How to bring the trophy home

## UNREAL

Massive player's guide

## F1 SUPERTEST

Which F1 racing  
sim takes pole  
position?

**WHAT'S ON THE  
COVER  
DISC?**  
FULL DETAILS PAGE 150

**WIN!**  
A TV and VIDEO  
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MOTOCROSS MADNESS • WARGAMES • SCREAMER SPORTS CAR RACING • BLOOD 2**

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# WHAT'S ON YOUR HARD DRIVE?

If you're out and about in Milton Keynes, watch out! Everyone seems to know exactly what free time is for...

★ WORDS/PHOTOS Philip Fisch LOCATION Milton Keynes



**JOE MANDERS**  
34, loans manager

**What's on your hard drive?**

"*Quake II, Unreal.*"

**You're the violent type?**

"When you sit at a desk all day it's good to go home and vent your anger on something that can't fight back. Unfortunately, my wife won't fight with me and thinks that computer games are a waste of time and I'm too old to be playing them. Personally, I reckon she's still angry at me for spending £1500 on a PC as a Christmas present to myself."



**ROBERT HOWELLS**  
20, tour advisor

**What's on your hard drive?**

"*Championship Manager '98.*"

**Which team, then?**

"Arsenal, who else? If Wenger can do next season what I did two days ago, it'll be a domestic Treble and the European Championship. That said, he'd need to have a team that's pretty much only made up of Italian and Dutch players, and I don't think that'll go down too well with the fans. I certainly wouldn't like it."



**ANNE SALLIS**  
22, sales assistant

**What's on your hard drive?**

"*Tomb Raider II, World Cup '98.*"

**You like football, then?**

"It's not really my hard drive, it's my kid brother's. He's only a sprog and can't afford to buy games, so I usually get to choose. I don't have much time to play them, but when I do it's usually *Tomb Raider II*. It's cool having a girl starring in a game. I finished the first one and I reckon I don't have much further to go with this one."



**HANIF DAPATHA**  
23, recruitment consultant

**What's on your hard drive?**

"Nothing."

**That's not very good, is it?**

"I've just had a new machine delivered and... I shouldn't say this, but I work from home and put part of my phone bill on expenses, so I'm after some Internet multi-player games for it. *X-Wing Vs Tie Fighter's* my kind of thing. The first *X-Wing* game is my favourite. I can't wait to zap a few Americans online. I might get a copy of *Quake II* as well."



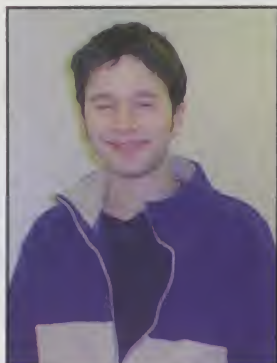
**OSCAR THOMAS**  
30, sales manager

**What's on your hard drive?**

"*Championship Manager*, too much work."

**Won the league yet?**

"It's not easy. Especially as I'm managing my local side, Leyton Orient. I don't have a PC at home so I've got it in work. The season's usually over at 2pm when lunch finishes, but I'm starting to find myself getting home later and later. I don't even want to think what'll happen if I can put a good Cup run together."



**JASON HARPER**  
20, student

**What's on your hard drive?**

"*World Cup '98.*"

**Played the Germans yet?**

"Played them, beaten them. They didn't stand a chance. I've only had the game a few weeks – I bought it when the World Cup was on. Especially because I'm Welsh and the only bloody way we'll ever win the thing is in a fantasy world. Even then, I still haven't managed to go all the way with the boys in red."



**SAUL CONNICK**  
23, landscape designer

**What's on your hard drive?**

"*SimCity 2000.*"

**Bit of a cliché?**

"I know, and it bears no resemblance to anything I've worked on in real life. That said, in real life I don't get to unleash a giant dinosaur on anything I design. Which is really unfair, because the job's dead boring. Apart from that, I really only use my PC to knock work together on, although I reckon it won't be long before I pick up a football game."



**GRAHAM SMITH**  
30, chef

**What's on your hard drive?**

"Too many role-playing games."

**Where's your anorak?**

"Don't start. I can't help it. I used to play *Dungeons & Dragons* when I was a lot younger back home in Australia, so if you want an excuse, I'm revisiting my childhood. It gets worse though – I'm out to get the *Ultima* Collection. There's something like ten games on that, isn't there?"



**JAMES PRATT**  
18, shop assistant

**What's on your hard drive?**

"*Tomb Raider, Battlezone.*"

**No *Tomb Raider II*?**

"It was either *Tomb Raider II* or *Battlezone*. I didn't have much money, so I thought I'd try something different. I should have got *Tomb Raider II* – *Battlezone's* too difficult for me. I don't mind the flying around killing things, but I can't keep track of what's going on, so I can't be bothered to play it any more. Anyone want to swap?"



**PETER RICHARDS**  
23, teacher in waiting

**What's on your hard drive?**

"*Civilization II, StarCraft.*"

**Old and new?**

"Well, I loved the original *Civilization*, and I needed something to help take my mind off exams so I bought that on budget and *StarCraft* at the same time. It wasn't the best idea; I probably spent more time playing those two than I did revising. Still, that's what being a student's all about, isn't it? No, only joking!"





24 NEW WAYS  
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# GROUND ZERO

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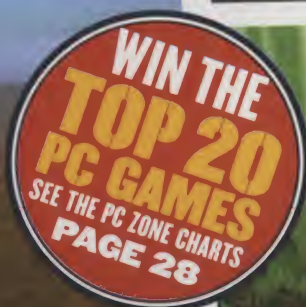




**70 THE CHOSEN: BLOOD II** The first game suffered from a second-rate engine. Can Monolith's sequel really be a match for *SiN*, *Unreal*, *Klingon* and *Daikatana*?



**88 MOTOCROSS MADNESS** This has got to be one of the most addictive and fun games ever written for the PC. Microsoft finally come up trumps with a racing must-buy.



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**124 UNREAL** Check out our step-by-step player's guide now!

COMPLETE WALKTHROUGH! PART 1

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## REVIEWS

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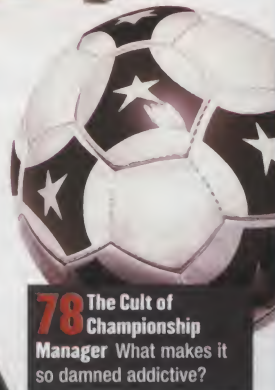
Your views on the games we reviewed in the last issue of *Zone*



☹ **Dominion: Storm Over Gift 3.** Oh dear, Ion Storm's first game is a big disappointment.



WIN A  
**FAB PC**  
AND INTERACTIVE CD  
SEE THE CARLING COMPO ON  
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**78** The Cult of  
Championship  
Manager What makes it  
so damned addictive?

**COVER STORY 58-63** **TOMB RAIDER III** We talk to the boys behind the girl and find out why the third instalment of the world's favourite action/adventure game won't be just another storm in a D-cup.



**ON THE CD**  
**FULL DETAILS**  
**PAGE 150**

That silvery thing on the cover is loaded with great demos, patches and helpful files guaranteed to ensure you get more out of your PC

**DON'T MISS DEMOS OF...**

- GRIM FANDANGO
- STARCRRAFT
- THE FIFTH ELEMENT
- WARLORDS III: DARKLORDS RISING
- HOUSE OF THE DEAD
- XENOCRACY
- SPELLCROSS
- BLACK DAHLIA
- AND MORE!
- PLUS**
- Hotshots
- Bass Masters Classic
- Scars
- The Realm
- 17 new patches and...
- oh, just go to page 150 and see

## BULLETIN

Quite literally the best games news section in the universe

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Global gaming news - If it goes on, it goes in. Knoworrmean?

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"You only have to take one look at Lara to see that she's beautiful!" says Luis Cunha

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It may be only a game to some, but it's a way of life to others. Meet the CM men

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Lots of stuff about stuff. Or something

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We plucked ten PC game players from the guys hanging round Milton Keynes

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Cos gaming's only the half of it

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Are you 'ard enough to write in?



"Well, back to work you go, and stay!"

WIN!

**THE COMPO NO ONE FINDS** Name all the brothers behind Championship Manager 3 and you could win a box full of PC goodies. Send your entry on the back of a postcard (or probably something a bit bigger) addressed to: The Compo No One Finds, PC Zone, 10 Bolsover Street, London W1P 7PL. The first entry with the most correct answers plucked out of the hat wins. The Ed's decision is final. Closing date: Monday 4 September.



# TELL US WHAT YOU WANT

First of all, let me kick off by thanking all of you who have written in to tell us how much you like the 'new look' *PC Zone*. We take all your comments very seriously and we'll do our best to make *PC Zone* everything you want it to be.

This month, we've dedicated a substantial part of the issue to two of the biggest-selling games ever – *Tomb Raider* and *Championship Manager*. Both are destined to be riding high in the charts come Christmas, and we've managed to scoop the opposition by getting exclusive interviews with both Core Design and the Collyer brothers. From what we've been privy to so far, it would seem that for once both games will actually live up to the hype. Guess we'll know for sure come Christmas.

It's perhaps no coincidence that both games appear in your ten most wanted games for '98. After last month's massive Most Wanted feature, we've received a sackful of letters from you telling us what games you can't wait to get your hands on. Keep your letters coming to the usual address (or e-mail them to us at [letters.pczone@dennis.co.uk](mailto:letters.pczone@dennis.co.uk) and mark them Most Wanted).

Also bear in mind that next month we'll be asking you for your nominations for the 1998 *PC Zone* Reader Awards. Once again we'll be asking you to take part in the biggest PC games magazine reader-voted awards event ever. Look out for the nomination form in next month's issue, on sale Friday 4 September. Enjoy the issue.

Jeremy Wells Editor

## YOUR MOST WANTED

- 1 **Half-Life** (Cendant) – September '98
- 2 **Carmageddon II** (SCI) – September '98
- 3 **Quake III/Arena** (Activision) – Spring '99
- 4 **Duke Nukem 4Ever** (GT Interactive) – October '98
- 5 **C&C: Tiberian Sun** (Virgin Interactive) – October '98
- 6 **Championship Manager 3** (Eidos Interactive) – September '98
- 7 **Tomb Raider III** (Eidos Interactive) – November '98
- 8 **Force Commander** (LucasArts) – November '98
- 9 **Dalkatana** (Eidos Interactive) – October '98
- 10 **Messiah** (Interplay) – Spring '99

Use your vote – e-mail us at [letters.pczone@dennis.co.uk](mailto:letters.pczone@dennis.co.uk)

## GET IN TOUCH

Let us know what you think of the new *PC Zone*. Write to: **PC Zone, 19 Bolsover Street, London W1P 7HJ.** Alternatively, e-mail us at [letters.pczone@dennis.co.uk](mailto:letters.pczone@dennis.co.uk). We're waiting to hear from you.

## MEET THE ZONE TEAM

All *PC Zone's* reviewers are experts in their field. We like to give every game that comes in for review the best chance, which is why we give it to a reviewer who's a fan of the genre



### Jeremy Wells

What's on your hard drive? *CM3 alpha*, *World Cup 98* and *F1 Racing Simulation*

Best games ever: *Championship Manager 2*, *Quake II* and *Gran Turismo* (PSX)

Favourite genres: Sports, driving and *Quake* clones

Favourite real-life Lara: The French one – erh... Vanessa Demouy



### Chris Anderson

What's on your hard drive? *World Cup 98*, *X-COM Interceptor* and *WarGames*

Best games ever: *X-COM Apocalypse*, *Final Fantasy VII* (PSX), *Ultima VII* and *Midwinter*

Favourite genres: RPGs, strategy and adventure

Favourite real-life Lara: Nell McAndrew



### Paul Mallinson

What's on your hard drive? *Darklords Rising*, *FFVII* and *Ultimate Race Pro*

Best games ever: *Resident Evil II*, *Super Tennis* (SNES) and *Quake II*

Favourite genres: RPGs, shoot 'em ups and... anything, really

Favourite real-life Lara: Nell McAndrew



### Richie Shoemaker

What's on your hard drive? *WarGames*, *Quake II* and *Ignition*

Best games ever: *Elite* (BBC Micro), *Laser Squad* (Spectrum) and *Doom*

Favourite genres: Real-time strategy and 3D shoot 'em ups

Favourite real-life Lara: Vanessa Demouy



### David McCandless

What's on your hard drive?

[www.wakeywakey.com](http://www.wakeywakey.com)

Best games ever: *Ultima Underworld*, *Doom* (first episode) and *Resident Evil II*

Favourite genres: 3D shooters

Favourite real-life Lara: Nathalie Cook (cos she didn't speak)



### Charlie Brooker

What's on your hard drive? *Final Fat-nasty VII* and *The Sentinel Returns*

Best games ever: *Quake II*, *Puzzle Bobble* and *Tekken 3* (PSX)

Favourite genres: Action, strategy and point-and-click adventures

Favourite real-life Lara: That beautiful one from Leeds. (You mean Nell – Ed)



### Paul Presley

What's on your hard drive? Early beta *Total Air War*, *GTA* and *Hardwar*

Best games ever: *Minder* (Spectrum), *Ultima IV* and *The Secret Of Monkey Island*

Favourite genres: RPGs, adventures and flight sims – anything that's good

Favourite real-life Lara: Nathalie Cook



### Keith Pullin

What's on your hard drive? *Age Of Empires*, *Quake II*, *Sensi* and *World Cup 98*

Best games ever: *Starquake*, *Sentinel*

Favourite genres: Strategy and sports

Favourite real-life Lara: Vanessa Demouy



### Phil Wand

What's on your hard drive? *Unreal*, *TA: Core Contingency* and *Incoming*

Best games ever: *Total Annihilation* and *Doom v.1*

Favourite genres: Real-time strategy and driving

Favourite real-life Lara: Rhona Mitra



### Steve Hill

What's on your hard drive? *GTA*, *Sensi* and *World Cup 98*

Best games ever: *Sensible World Of Soccer*, *ISS 64* (NG4) and *Manic Miner* (Spectrum)

Favourite genres: Football, driving and 3D shoot 'em ups

Favourite real-life Lara: Nell McAndrew



### Warren Christmas

What's on your hard drive? *World Cup 98*, *The Sentinel Returns* and *Unreal*

Best games ever: *Tetris* (Gameboy), *Championship Manager 2* and *ISS 64* (NG4)

Favourite genres: Football and other sports titles, driving sims and real-time strategy games

Favourite real-life Lara: Elizabeth Hurley



### Andrew Wright

What's on your hard drive? *Commandos*, *M1 Tank Platoon 2* and a blast from the past – *Empire Deluxe*

Best games ever: *Dungeon Master*, *Civ II*, *Doom*, *Incubation* and *C&C*

Favourite genres: War games (by a neck), strategy and *Quake* clones

Favourite real-life Lara: Liz Hurley

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- PC Review

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# the biggest selling game of all time.

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pc zone

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# MAILBOX



**Are the Zone mob really a bunch of sad, statto-type gits when it comes to footie games? What does 'exclusive' mean? And why is sellotape so bloody sticky?**

★ ANSWERED BY Jeremy Wells

## CONTACT INFO

If your letter is selected as 'Letter of the Month' we'll send you some promotional goodies, a game and maybe even some hardware!

**WRITE TO** Mailbox, PC Zone, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ

**E-MAIL** letters.pczone@dennis.co.uk

**CHAT FORUM** If you've got something pressing to say, check out the 'lively' chat forum on our website. Point your browser at [www.pczone.co.uk](http://www.pczone.co.uk) for further info.

**“Was Charlie Brooker too busy playing with himself to watch the World Cup? Does he support Man Utd?”**

MIKK, E-MAIL

## WHAT'S WITH THE SPIN?

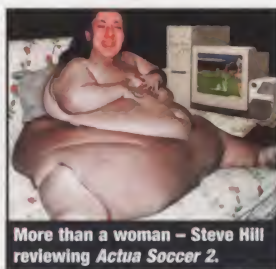
I would like to make a point which it seems nobody has made yet regarding *Tiberian Sun* and other RTS games. When it comes down to it, what exactly is the point of a rotational game engine? Sure it would be fun at first, but after a while I personally would simply find the best viewpoint and stick with it. True enough, I'd like to see line of sight and naval units in *Tib Sun*, but surely a rotational game engine will not add any new tactical dimensions, unlike 3D terrain etc. All the fuss about there being no rotation or polygons within the game is surely missing the point. What matters at the end of the day is how the game will play.

Clifford Hammett, Oxon

★ We couldn't agree more. But once you've played an RTS with a 'spinnny-rotatey' engine, fixed-perspective games look a little flat. *Myth* nearly got it right, and the forthcoming *Dark Reign II*, *WarGames*, *Tribal Lore* and *Force Commander* all use next-generation 3D engines and they all look fab. Whether they'll play as good as they look is anyone's guess. We'll keep you posted.

## WHO'S THE LARD ARSE ON THE BED?

I am ten years of age and enjoy your magazine. I



More than a woman – Steve Hill reviewing *Actua Soccer 2*.

purchased the May issue as there was a *Tomb Raider II* cheat book with it, which I found most helpful. But I was amazed to open the mag and see a picture of a large, naked woman on a bed. I'm sure you'll agree that your magazine could be bought by children of my age who own a PC, and therefore material like this should not be included in your magazine. I showed my teacher at school and she agreed with me.

James Hurley, London (age 10)

★ While I can understand that you and your teacher may have been offended by the photograph of our very own Steve Hill, you must appreciate that the gut-wrenching feeling of nausea you experienced after seeing the photo of a radiant Mr Hill is nothing compared to what we have to put up with in the PC Zone office on a daily basis.

## CM2 IS FOR \*\*\*\*S

Just been reading the 'Meet The Team' thing in the new mag and noticed that most of the clan rate CM2 – what a bunch of sad, statto-type gits. I also noticed that Charlie Brooker reckons – and I quote – that “football is for \*\*\*\*s”. Was he too busy playing with himself to watch the World Cup? Does he support Man Utd? And by the way, *Ultimate Soccer Manager* is by far a better game.

Mikk, e-mail

★ The general consensus here at Zone is that

## LETTER OF THE MONTH

### WHEN IS AN EXCLUSIVE NOT AN EXCLUSIVE?

LOADSA GOODIES WINNER!

I've noticed that many computer games magazines (including *PC Zone*) have the word 'exclusive' plastered all over the cover in relation to certain products, and that in many cases this just isn't true. When a review is 'exclusive', does this mean that you are reviewing unfinished code in order to steal the lead on other magazines? Doesn't this cause problems? Recently I read that LucasArts were refusing to give a certain other PC games magazine previews and early code after they gave *Jedi Knight* a very average review. How much longer will it be before more publishers use these 'tricks' in an attempt to subvert editorial independence?

J Chudley, Paignton (“age 34 – which makes me an old git”)

★ We only use the word 'exclusive' on the cover when we are the first PC games magazine to go on sale with a demo, review, interview or preview. Other magazines may come out while we are still on sale, but that really is beyond our control. While we strive to get reviews first, our position on reviewing early code is steadfast: basically, we won't review a game unless we think it's pretty much the same version you'll buy in the shops. In many cases we'll review the 'final' gold disc that's about to go into duplication.

Because we work to such long lead times (two weeks) there is often immense pressure on us from publishers to review unfinished code. It's not unusual for us to be sent a game from a publisher for review and for the game to then be delayed because we've pointed out serious flaws. Similarly, we may review a game and then, because it doesn't get a good score, the publishers hold back the release date without telling us, on the premise that they are making it better. Because we refuse to tell them how a game has scored until the magazine goes on sale, this means that some reviews appear a couple of months before the game is finally released.

At the end of the day, if we can suggest ways to improve a game and there's time for them to be implemented, then everybody wins – the developer, the consumer, *PC Zone* – because everyone gets to play a better game. However, despite what some publishers think, not all games are great and not all games will get a good score, and if they don't like that they can lump it. We're here to tell it like it is. If a game's good we'll tell you, and if a game's crap we'll tell you that too.

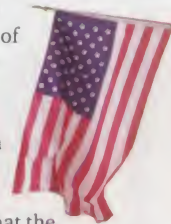


## Championship Manager is

by far the best football management game ever. Although Charlie would be the first to tell you that he doesn't care much for football, he recently surprised everyone when he admitted to feeling “quite sick” after England went out on penalties against Argentina, and is thinking of starting a ‘Castrate David Beckham’ campaign on his website. Point your browser at [www.superkaylo.com](http://www.superkaylo.com) for more info.

## DUMB-ASS YANKS

I want to start off by saying that your magazine is better than any other gaming magazine on sale. Second of all, I want to respond to Leigh Berry who wrote in to *PC Zone* last month enquiring what the US dollar/sterling exchange rate was. Why can't he pick his lazy arse off that couch he inhabits and try walking out in the real world for a



Once you've played an RTS with a 'spinnny-rotatey' engine, fixed-perspective games look a bit flat.



change? He could then walk past a bank and ask for the conversion rates for himself. I don't even want to start on the statement that "he's not a real soccer fan"!

Dennis, Amsterdam

★ You've got a point, Dennis. But bear in mind that you are responding to a chap who comes from a country where almost 80 per cent of the population didn't know where the World Cup was being held this year.

### WHY DOESN'T GTA GO STRAIGHT?

I think that BMG should produce a game like *Grand Theft Auto* where instead of being a crook, you are a cop who has got to go out and clean up the streets and sort out crime. Also, it should be set in Britain, not America, with landmarks like Big Ben, Buckingham Palace and the NEC included.

Tom Booth, Cheshire

★ Nice idea. But do you really want to clean up the streets of Birmingham? I mean, why bother?

### WHY NO 3DFX SHOTS?

I am a massive fan of *PC Zone* and have been for many years, but I do have a small point to raise. Why, when reviewing games that support 3Dfx, do you almost always use screenshots in SVGA? This really doesn't give non-3Dfx owners much of an incentive to go out and buy a 3D card, now does it? Please sort this out.

Dave Johnsten, Yorks.

### CONFUSED OASIS FAN

My name is Kerim and I need some help. Recently I've been having these feelings for a boy in my class. The thing is, Seb has already got a girlfriend and I'm not sure if he's into the gay stuff. I feel really upset when I see Seb kissing Mel, as I wish I was in Mel's position. It's taken me two years to come to terms with my homosexuality. Please can you help me? My boyfriend Jon thinks I fancy Seb (he's right), and I don't want to be on my own. Please can you help me?

Kerim (huge Oasis fan), e-mail

Dear Kerim, I think you've got your e-mail addresses mixed up. Here's a picture of the new Lara Croft to help you sort yourself out.

Neil McAndrew:  
blurring fists  
across the  
country.

★ Fair point, but we do actually try and include screenshots of accelerated versions when we can. However, it's not always possible to 'grab' 3D-accelerated games due to various driver problems, so we have to use SVGA shots. Most of the time though, the differences are so small that you really can't tell once they're in print.



### VERY A-PEELING

How come when I pried off the CD from the cover of your 'new look' issue, I took most of the cover with it? And then when I tried to remove the sellotape from the CD it would not budge. The sellotape just fell to bits whenever I managed to lift a tiny bit of it. It does get very frustrating.

Clark, e-mail

★ It's all part of our plan to keep your interest in the magazine last even longer. Hope you like it.

### BILL IS EVERYWHERE

Just two days ago I had the unenviable task of sitting an English exam. The thought of having to dissect huge, sprawling texts of Shakespeare and Chaucer was enough to send me into spasms of panic and loathing. Imagine my surprise when I actually

opened the paper on the morning of the exam and was asked to comment on the persuasive features of an advertisement for Windows 95! Is there no end to the lengths to which Mr Gates will go in his quest for world domination?

David Hardy, Newcastle upon Tyne

★ Apparently not.

### WHAT'S SO FUNNY?

After reading the 'new-look' magazine, I was somewhat displeased. I was looking forward to a change of image, as I had grown used to the old style. However, all I found were ideas taken directly from other magazines. The new Also Consider column [in Reviews] seems to be straight out of a certain other rival, as is the Uppers &

**"I purchased the May issue, and was amazed to see a picture of a large, naked woman on a bed. Material like this should not be included in your magazine"**

JAMES HURLEY, LONDON (AGE 10)

Downers. What sort of name is that? I also cannot stand the new 'humour' that has been introduced. What was wrong with the informative, light-hearted style of the old *PC Zone*?

Charles Pinker, Kent

★ As the saying goes, you can't please everybody all of the time. What's wrong with 'Also Consider'? It's the same as the 'In perspective' box we used to have, and is supposed to help you make

a more informed choice. Anyway, it's hard work being blindingly witty all the time.

### WHAT'S WRONG WITH TOTAL SOCCER?

Before I rant, I want to make it clear that I have nothing to do with developing this game, I am just a satisfied customer!

*Total Soccer* by LiveMedia is bloody fantastic. It needs playing for at least a couple of days before you really get to grips with it, but it's well worth it. It has a very similar feel to *Sensi* on the Amiga, but it is far superior. After all these sluggish 3D games it's so refreshing - responsive, totally controllable and silky smooth. Why haven't you reviewed it in *PC Zone*?

Robin Biles, Birmingham

★ We have (PCZ #65, 70%). We liked it, but the footie game of choice in the *PC Zone* office is still *World Cup 98* (PCZ #65, 91%), closely followed by the new *Sensi*, and that doesn't really leave much time for *Total Soccer*.

### LOVE FOR SALE

How do you do? My name is Chie. I am Japanese woman. I have one question. Would you please tell me how to become a *PC Zone*'s Editor or writer? I will introduce my friend. He is Japanese too. He loves PC games. (He play too many PC

*Total Soccer: "bloody fantastic," says Robin Biles.*



games. He was in world ranking page of *Pro Pinball: Timeshock!* And he loves *PC Zone*. (He read *PC Zone* every month. It's his greatest pleasure!) And he loves UK. (He said to me: "My previous life is an Englishman.") I love him but he will marry with another woman in August this year. But I want a part of chance that his dreams come true, and it's my last present for him. Please give me information for become *PC Zone* staff.

Thank you for reading my poor English writing,

Chie, Japan

★ Pack your bags, Chie, and come on over. There's plenty of floor space in the office under Richie's desk - as long as you can stand the overpowering stench of four-month old edam and Mycota powder. Don't worry about your English either - it's better than most of our writers', and much better than my Japanese. We look forward to seeing you soon!

### QUAKE MAKING MADE EASY

Referring to your article on *Quake* level editing (PCZ #65), I would like to point out that you missed what I believe to be one of the best *Quake* level editors - *Qoole* ([www.qoole.com](http://www.qoole.com)), which works with *Quake*, *Quake II* and *Hexen II*.

Philip McArdle, e-mail

★ Thanks, Phil. We've stuck it on our CD for everyone to have a look at.



Home of one of the best *Quake* level editors around?







it was love at first sight.

**Sin™** is the fully-integrated **first-person 3D shoot'em-up** experience bought to you by the greatest level designers in the industry. Sin features a character-driven story line with **action-based outcomes** and revolutionary multiplayer gameplay powered by the enhanced Quake II™ engine.

You are **Colonel John R. Blade**, head of the last-standing, private protection agency in Freeport.

You've made a **religion** out of **fighting crime** now you're going to make **Elexis** pay for her sins.

She's the girl he loves to hate.

**Whatever the outcome – Elexis will keep you up all night.**

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WINDOWS 95/NT CD-ROM

[www.activision.com](http://www.activision.com)

[www.ritual.com](http://www.ritual.com)





Can you say 'subconscious penis extension', children?

# DID changes ta

## ALL YOU NEED TO KNOW

**DEVELOPER** DID

**PUBLISHER** Ocean/Infogrames

**EXPECTED RELEASE DATE** December '98

## IN SUMMARY

Tanks, troops and helicopters fight it out across a virtual battlefield in which you can directly control everything – every vehicle, every soldier, every decision, every death...

## WHAT'S THE BIG DEAL?

A bloody good-looking action game (one of the best since *Incoming*), with a superb tank driving model (as well as a decent helicopter and ground troops) and a surprising amount of depth.

## POTENTIAL PITFALLS

The simplified action nature of the game may deter those looking forward to *F-22 ADF* in a tank. However, DID haven't ruled out a full-on tank sim in the future, and this is an excellent foundation on which to build something more complex.

**DID's much-anticipated *EBT Tank* takes on a total change of direction and gains a much more controversial name. Unfortunately, someone forgot to tell the military**

★ **REPORT** Paul Presley

“**T**here's only one real problem,” says DID's commander-in-chief, Martin Kenwright. “The military don't know we've changed the name yet.

We're not quite sure how they'll take it when they find out.”

In a previous life, *EBT Tank* (*Electronic Battlefield Of Tomorrow*, in case you were wondering) was such an impressive-looking tank simulation that DID were almost persuaded to let the British Army use it as a training device for real-life tank commanders. Changing the name from something sensibly militaristic to... well, *Wargasm* isn't likely to be a

popular move in Whitehall. Not that Martin Kenwright seems to care all that much: “We showed it to the American distributors and they all said, ‘You can't call it that!’ Just watch us,” he laughs.

*Zone* first saw *EBT Tank* last December when it was at a very early stage of development. When we took up an invitation to see it in its current form, even we weren't ready for quite how much it has – and hasn't – changed. The highly driveable tank engine has remained largely untouched, but instead of being wrapped in a traditionally-DID realistic sim program, its clothing is of a much greater action variety.

Gone also is the whole ‘train set’ structure that was Kenwright's vision at the time. *EBT Tank* was to be the base product, with extra vehicles, troops and scenery developed and distributed on an individual basis over the Internet. You bought the parts you wanted and built up the game as you went. Instead, *Wargasm* features tanks, helicopters, infantry units and troop carriers in the one game, and seems much more packed as a result. “We just didn't have the budget to support a project like that,” confesses Kenwright sadly.

The storyline is one of machines versus man. Fed up with decades of misuse, the Internet has evolved





The three vehicles available in the game are tanks, helicopters and, er, soldiers (yes, yes, I know soldiers aren't vehicles...).



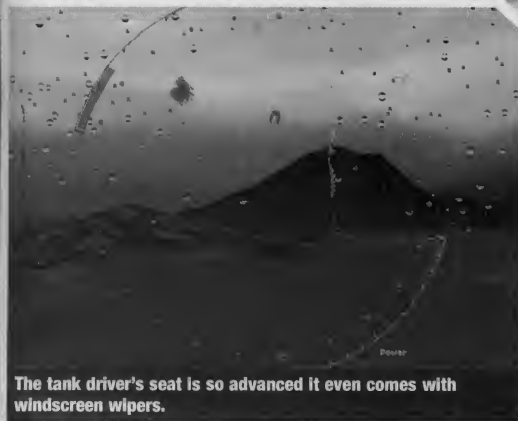
The tank's only real flaw is that it can't look up.



The gun turret view is very handy for precise targeting.



Buildings in the game pretty much serve one simple purpose.



The tank driver's seat is so advanced it even comes with windscreen wipers.



For the first time in a sim, trees are well represented and provide useful hiding places as well as helpful target practice.



In order to make war less harmful, the military were experimenting with children's water pistols.

# Back with Wargasm

and has started taking over the electronic world, crippling communications, disrupting power lines and threatening us with killer get-rich-quick schemes and lethal 'free' pornography sites. You are leading the fightback across the seven virtual continents on the World Wide War Web, each containing a lengthy campaign.

Obviously, the real draw of *Wargasm* is its stunning graphical quality. DID are renowned for games that push the visual envelope, and this is no exception. Weather effects are particularly smart – raindrops streaking down your window panes, clouds that roll across the landscape, lightning streaking across the sky – as are explosions and other weapon effects. Smoke billows and plumes, fire crackles, infantry units splatter and their blood smears across your

windscreen if you drive over them, etc. Good, clean fun.

It isn't just the graphics though. The thing about DID is that even though they are simply trying to make a plain action game, their flight sim expertise tends to creep in. Thus the enemy AI is of a sufficient level to co-ordinate detailed attacks on your units; troops are given noise levels and aural statistics (meaning infantry units can sneak up behind tanks without their approach being heard).

There's still a long way to go, of course, and what DID will do to *Wargasm* between now and its release date is anyone's guess. And with Rage's *Hostile Waters* arriving at much the same time, it should be an interesting fight for supremacy this Christmas. **[EW]**

**"We showed it to the American distributors, who said, 'You can't call it that!' Just watch us"**

MARTIN KENWRIGHT, *WARGASM'S* DEVELOPER-IN-CHIEF



⊕ DID were almost persuaded to let the British Army use their sim as a training device.





The advent of 3D acceleration has revolutionised the whole PC racing genre. High frame rates are particularly important, as *SportsCar's* design

TOP  
STORY

# New direction

## ALL YOU NEED TO KNOW

DEVELOPER ISI  
PUBLISHER Virgin  
EXPECTED RELEASE DATE October '98

## IN SUMMARY

It's *Screamer IV*, although it's being developed by a different US-based team to the first three games.

## WHAT'S IN IT FOR YOU

A wide variety of real cars, all accurately modelled to ensure proper handling. Real tracks and racing teams.

## POTENTIAL PITFALLS

Some might say it's not technically a *Screamer* game, due to the change of developer. Milestone have set a particularly high standard with a largely flawless series, and ISI have a lot to live up to.

## Virgin's successful racing series goes Stateside for its next instalment

★ REPORT Steve Hill

**T**he excellent *Screamer* games are to receive a further addition with the advent of the non-lisper-friendly *Screamer SportsCar Racing* – effectively *Screamer IV*.

In 1995, the debut *Screamer* (PCZ #33, 89%) title pretty much set the standard for arcade racing games, simultaneously looking wonderful and shifting at a frightening pace – and that was back in the days when 3D accelerator cards were little more than a twinkle in a boffin's eye. *Screamer 2* (PCZ #45, 93%) provided more of the same, and for the

'difficult third album' they went for off-road antics with the superb *Screamer Rally* (PCZ #57, 91%).

All of the aforementioned games were developed in Milan by Milestone, who, as regular readers will be aware, are currently sunk up to their nuts in *Superbike World Championship*, also for Virgin. Due to the Italians' two-wheeled commitments, they haven't been able to knock out a further *Screamer* game, and responsibility has shifted continents to ISI of Buttpoke, Ohio.

In America, where more literal nomenclature is generally preferred, the *Screamer* games never really did

**“Sports car races are tough, usually running for six-, 12- or 24-hour periods, creating a need for smart endurance driving, not merely raw speed”**

ARON DRAYER, VIRGIN PRODUCER

any business. Consequently, this game will be released in the US as *Professional SportsCar Racing*, whereas for us it's the next *Screamer*, although uptight cranks could feasibly argue that it's simply a





Petrolheads are going to lap up *Screamer SportsCar Racing*.



Up to third, vying for second – then this happens...



Like a good porno movie: viewed from every angle imaginable.



Virgin sponsor America's Professional SportsCar Racing in real life, so this game is almost guaranteed a high degree of authenticity.



Although it's early days, the cars are already looking fantastic.



Some arsehole cuts us up, and suddenly slams on the brakes.

# for Screamer IV

random car game with well-established branding tagged on to it in order to fleece a gullible public. A fair point perhaps, although more important than marketing semantics is the fact that we've played the game, it looks handsome, and barring a freak accident it could possibly be the nearest thing the PC has to the PlayStation classic *Gran Turismo*.

Here's how. If you're the kind of person who can endure 30 minutes of Jeremy Clarkson without wanting to twist your own brain out, then words such as Corvette, Porsche and Ferrari are probably liable to send you into paroxysms of joy. Get ready to buff your helmets then, as they're all featured, along with the new Ford Esperante, the Oldsmobile Aurora,

Acura's high-end NSX and the McLaren F1, the fastest production sports car on earth. Spelling an end to generic cars with fabricated names, these are the real deal, thanks to Virgin's sponsorship of America's Professional SportsCar Racing circuit, a kind of Indy/Touring car hybrid.

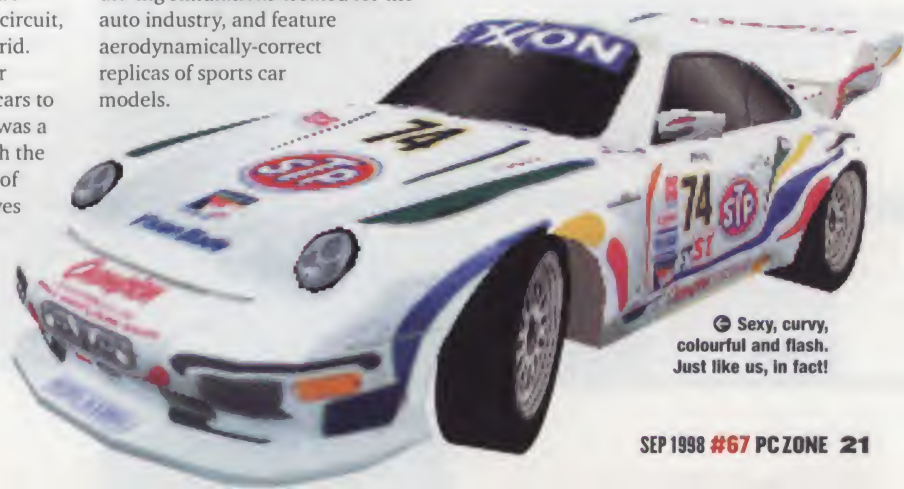
Virgin producer Aron Drayer brags: "Bringing these special cars to computer and console players was a huge incentive for working with the circuit. The physical attributes of sports car racing lend themselves to a great game, with competitions often including day and night driving, and the actual racing tracks being rugged road surfaces, not repetitious loops. Sports car

racers are tough, usually running for six-, 12- or 24-hour periods, creating a need for smart, endurance driving, not merely raw speed."

The cars will utilise advanced driving simulations created for the auto industry, and feature aerodynamically-correct replicas of sports car models.

There will also be physically accurate representations of most race tracks on the circuit, as well as likenesses of famed racing teams.

Now how good will that be? **PC**



Sexy, curvy, colourful and flash. Just like us, in fact!



# NAME-CALLING

★ REPORT Paul Mallinson, News Ed.



Choosing the right name for a game is never easy, as many developers will tell you. It has also never been more important to get it right than it is right now; or more life-threatening to get wrong. Or so it seems. At least to Activision and MicroProse, who have just settled their long-running wrangle over the name *Civilization*. Brand names are strong, and are big business in today's gaming market. There have been numerous rows over game names in the past (System 3 haranguing Bungie over the name *Myth* springs to mind as another recent example), and – when you eventually realise what is going on – this seems to be with good reason. Good game names are actually running out. Will the future of PC gaming involve us playing such diverse titles as *Tall Hat Stand*, or *Mohair Chair*, simply because there are not enough good game names to go round? Will blanket trademarking and jealous name-grabbing restrict the way in which developers create and entitle their games?

A quick look through this month's Bulletin reveals an awful lot of numbered sequels in development – *Creatures 2*; *Turok 2*; *TOCA 2*; *Uprising 2*; *Close Combat 3*; *Heroes Of Might & Magic III* – and the announcement of a number of other big-name licenses (*Screamer* on page 20, UEFA and The Olympic Games on this very page), which is hardly surprising in light of this 'play safe' attitude. 'We've got an established brand name and we're going to use it'. And protect it – at all costs.

There is still evidence of originality from some development teams, although finding it is much harder work these days. And anyway, what's in a name if the gameplay kicks arse? What am I talking about? Enjoy this month's magazine.

## TECH HEAD

Direct X6, and what it means to your average gamer.

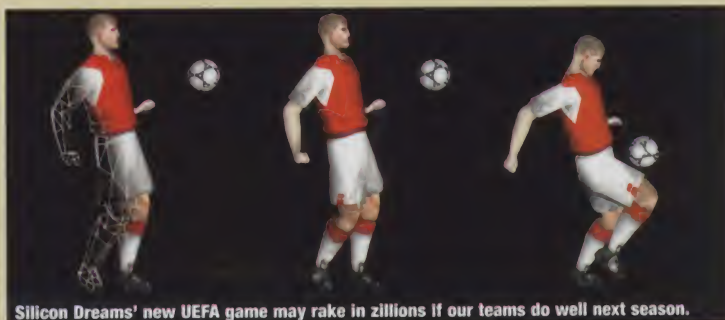
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## THE PCZONE CHARTS

Win the Top 20 games!

P.28



Silicon Dreams' new UEFA game may rake in zillions if our teams do well next season.

# GBH GRAB BIG LICENCES

GBH Ltd, the development team comprising UK developers Silicon Dreams and Attention To Detail, are toasting the recent acquisition of two top sporting licences, giving them the rights to develop games based upon the UEFA Champions League and the Millennium Olympics.

Silicon Dreams recently proved their worth as football game developers with the well-received *World League Soccer*, and as

such will be handling the UEFA titles. ATD intend to focus on the Olympics licence, which includes the 2000 games, and the 2002 Winter Olympics.

GBH chairman Geoff Brown told us: "We can really build our core technology on a year-by-year basis with these licences."

Handily, the group is in possession of the largest motion-capture studio in Europe as part of its offshoot Audiomotion division.

# MICROPROSE GET CIVILIZED

A battle to claim ownership of the *Civilization* franchise has been won by MicroProse. Ownership had been contested by three parties: MicroProse, makers of the computer game; Avalon Hill, designers of the original board game on which it was based; and Activision, owners of Avalon Hill and developers of new PC strategy title *Civilization: Call To Power*.

Activision and Avalon Hill issued a lawsuit against MicroProse in November to gain ownership of the brand (something that Activision had presumed would come with the purchase of Avalon Hill). MicroProse then filed a countersuit in January to say that they still owned it. A settlement was reached last month in

which Activision and Avalon Hill recognise MicroProse's ownership of the *Civilization* brand, MicroProse recognise Activision's ownership of the *Call To Power* name, and no one seemed to recognise Avalon Hill at all. We'll bring you news on the actual games once the legal stuff becomes boring.



At least Activision have a game to show.



## CITIES

This month we head off to sunny  
Milton Keynes

P31

PLAYSTATION  
ZONE

Console games to  
demand on PC

P37

## FOOTBALL

?  
Walter Day, age 48, is  
the world's only full-  
time electronic  
games referee

# DID BURY THE HATCHET



*Total Air War*: on time despite legal speedbumps.



*F-22 ADF* is possibly the best combat flight sim on the PC. *Total Air War* will be even better.

**Following threats of legal action for copyright infringement, DID have come to an amicable agreement with third-party developer Wardogz**

IN THE CLOUDS Paul Presley

**T**he trouble began in that forum for reasoned and calm debate, the **comp.sys.ibm.pc.games.flight-sim** Internet newsgroup. Wardogz, aka Jeff

Thomas, developer of AGE, a tool for editing missions and campaigns in *F-22 ADF*, was threatened with legal action by Infogrames (parent company of DID) if he didn't

remove his utility from his website,

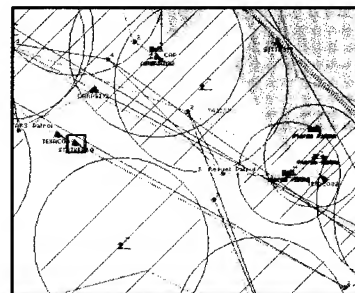
following claims that it violated DID-copyrighted code and imagery.

Thomas unwittingly started an anti-DID campaign in the newsgroup, causing ill-informed gamers to flood DID's e-mail addresses with protests. DID then issued a statement outlining their commitment to supporting third-party developers, providing they went through the proper channels.

"It would be folly for DID to tolerate exploitation of its lawful properties

and brand investment by a third party without granting prior written permission," said a spokesman for DID.

Thomas has since been in contact with DID, apologised publicly in a statement over the Net and, happily, looks like being involved with official third-party development work on DID's forthcoming *Total Air War*, a complete upgrade of *F-22* with fully dynamic campaigns. We'll bring you full details on TAW next month.



One outstanding feature of *TAW* is the depth and realism of the mission planner.

# STARCRAFT EXPANDS INTO BROOD WARS

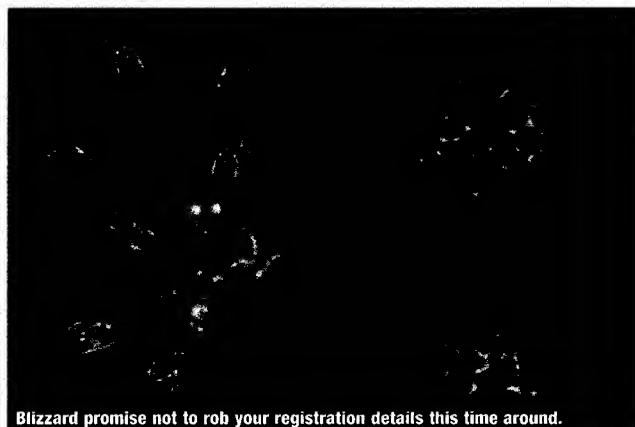
Blizzard's long-awaited galactic domination 'em up is set for some extended play with the announcement of an official *StarCraft* expansion pack. *StarCraft: Brood Wars* introduces three new campaigns comprising a total of 24 scenarios. A hundred multiplayer custom maps and six new units are also on offer, including Lurkers, Valkyries and Dark Archons. The add-on will be available later this year and will require the full version of *StarCraft* to get up and running.



Just as impressive: *StarCraft*'s 'space age' cut sequences.



Brand new: three whole campaigns.



Blizzard promise not to rob your registration details this time around.



# IT TAKES TWO TO TOCA

## Codemasters confident about racing sequel

★ PETROLHEAD Phil Wand

**B**oasting the new 1998 Touring Car vehicles and teams, twice the number of race circuits, strategic pit stops and smoother graphics, *TOCA Touring Car Championship 2* looks certain to top the Christmas best-seller list when it ships later on in the year. The original *TOCA* was one of the top multi-platform driving games ever, and in fact hasn't left the Top 20 chart since its release last year.

Says Mike Hayes, Marketing Director at Codemasters: "The development team is working towards a game that will deliver twice what people may be expecting. Without doubt it will be one of the winter's most anticipated games."

★ For more information, head over to [www.codemasters.com](http://www.codemasters.com).



## CODENAME DELTA FORCE



Military sim specialists NovaLogic have announced *Delta Force*, a squad-based third- and first-person action game, which roughly translates as: a *Spec Ops* lookalike.

Unsurprisingly, the game will be more simulation than *Zombie's* title, with larger play areas, more strategic involvement and in-built multiplayer options, including teamplay on NovaWorld, the free NovaLogic online service.

Using the new Voxelspace 3 engine, the developers claim you'll be given a greater depth of vision, although at the expense of 3D hardware support.

Gamers fearing an appearance from Chuck Norris can rest easy as they wait for the November release (*Did the licence prove too expensive?* – Ed).

★ Meanwhile, check out [www.novalogic.com](http://www.novalogic.com), and expect a full preview very soon.

### SHORTS

#### CALL 999

October sees the release of *Emergency*, a real-time strategy game based around harrowing disasters. As well as resource management, over 20 different rescue vehicles must be co-ordinated to cope with such tragedies as a forest fire, a nuclear meltdown, a plane crash, a rollercoaster accident, an earthquake, and arson, to name a few. We await the Michael Burke endorsement.



#### GRAPPLE FANS

Following its success on the PlayStation, *WCW Nitro* is coming to the PC with even more wrestlers and more moves. Over 60 WCW and NWO stars are featured, including Hulk 'Hollywood' Hogan, one of the greatest character actors of recent years. Authentic theme music and individual wrestlers' rants are incorporated, and the game will support up to four sweaty players.

## FOR THE RECORD

“Did you see the ‘heading rating’ they gave Duncan Ferguson in *USM*? I mean, really – it’s ridiculous!”

Everton fan Paul ‘CM3’ Collyer of Sports Interactive gets all passionate about his lifelong heroes.

“There are many wonderful gaming experiences in single-player first-person shooters, but we are choosing to leave them behind to give us a purity of focus that will let us make significant advances in the multiplayer experience.”

ID's John Carmack explains their goal for *Quake Arena*.

“I can’t believe that someone found out that Carmack and I made up! What the hell – are there no more secrets left? Has all this ‘.plan’ file madness destroyed everyone’s ability to keep information to themselves?!” Careful, John (Romero, of *Ion Storm*) – people might start to talk about it.

“Yep, the name was Ringpiece, Mr Curry Ringpiece – and it was damn messy!”

Planet Moon’s Tim Williams’ curious reply to the question: Have you ever been in a fight?

“As the game industry matures, there are less opportunities for totally original ideas.” Scott Miller, President of Apogee.

“You can pick your nose, and you can pick your friends, but you can’t wipe your friends on the back of the couch.”

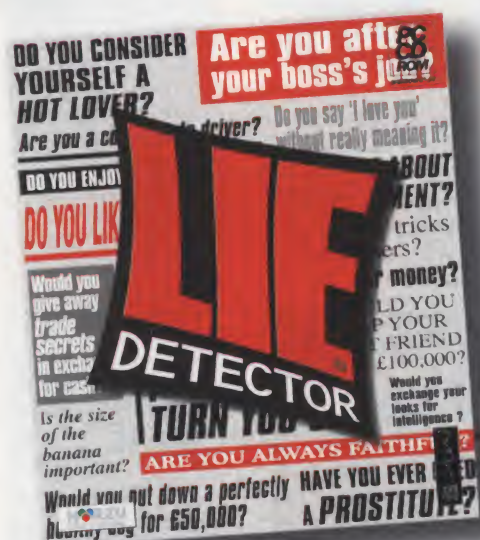
Glen Dahlgren, Designer/Producer at Legend.

*Delta Force* could be huge. Let's just hope, in execution, that it's better than *Spec Ops*.





# SEX, LIES & SEEDY ROM'S



HORZU  
SOFTWARE



WINDOWS® 95

## Who Will You Interrogate Today?

Black Friar is a United Interactive label. Copyright DTP Neue Median, Databyte, 1998.  
Published in the UK by Anglia Multimedia Ltd. under licence. Black Friar is a trade name of Anglia Multimedia Ltd.







Great flame-thrower effects in *Turok 2: Seeds of Evil*.

# TUROK 2 LOOKING GOOD

Having finally seen playable code, we can at last tell you how Acclaim's *Turok 2* is coming along.

★ DINOSAUR EXPERT Phil Wand

All set for release in the autumn, *Turok 2: Seeds Of Evil* follows on from where *Dinosaur Hunter* left off.

*Turok 2*'s most striking new feature is its graphics engine, which now gives enemies bulging muscles and authentic wrinkled skin. Improved physics means opponents flinch realistically when hit, and dynamic lighting conjures up flickering and shimmering effects. To spice-up gameplay, Acclaim have created more than 30 enemies, 24 weapons, seven huge levels and five bosses, and up to four players can now battle it out in a deathmatch.

## EA LAPD CD

Not endorsed by or associated in any way with the highly respectable Los Angeles Police Department, *Future Cop L.A.P.D.* is an action game from Electronic Arts. Criminal gangs control large areas of Los Angeles, and as a futuristic cop your task is to neutralise them. Indiscriminately hauling them out of vehicles and beating them to within an inch of their lives is not an effective ploy though, and massive firepower is required. Fortunately, you are equipped with a world-class assault vehicle, an experimental model with the capacity to transform from an agile hovercraft into a powerful mechanical walker. Useful.



Electronic Arts plan to release *Future Cop L.A.P.D.* in November. Watch for a preview soon.

### SHORTS

#### KICKHAM WITH BECKHAM

With a host of characters ranging from Posh Spice, David Beckham and that Danish referee, the free Web game at [www.incline.co.uk/worldcup/kickham.html](http://www.incline.co.uk/worldcup/kickham.html) accurately recreates a certain incident from a certain football tournament last month. Lie on the ground, kick shins, and cause as much argy-bargy as you can while the ref's not watching.



#### MAGE RAGE FROM BLOODY MONOLITH

Monolith, the people behind the successful *Blood* series, have bought the rights to an online role-playing game originally released in Russia under the name of *Allods*, and are planning a worldwide re-release under the name of *Rage Of Mages* at some point before the end of the year. More at [www.lith.com](http://www.lith.com).



#### BACK-SKUCKLE BONANZA

Those who prefer their gaming a little more sedate than the constant barrage of violent pornographic violent filth that we are constantly subjected to may be thrilled to learn of *NetGammon 5*, the latest version of the world's best-known online backgammon game. Details at [www.netgammon.com](http://www.netgammon.com). There are different boards and everything!

#### SPEED BOWLING

T-HQ software have announced two more titles due for release on the PC before the end of the year. *Brunswick Circuit Bowling Pro*, out in September, brings tenpin bowling to our screens with "state-of-the-art physics" and "unsurpassed ball control". *SpeedTribes*, on the other hand, goes down the 3D shooter route and will be out in November.

#### NEW DAIKATANA SITE

Ion Storm have launched a dedicated *Daikatana* website in preparation for the game's September roll-out. Head to [www.daikatana.com](http://www.daikatana.com) for regular updates, new screenshots and the latest about release dates.

## RING PIECE

In what could feasibly be one of the most pretentious concepts yet, Wagner's *Ring Cycle* is to be 'interpreted' as a game. Even worse, it is to carry the unlikely title of *Ring*, sure to cause mirth among those who still smirk at the mention of the planet Uranus. Developed by Cryo, *Ring* is a futuristic adventure and comes with a certain amount of form, being supervised by Hubert Chardot, the designer of the *Alone In The Dark* series. *Ring* also features music from the Vienna Philharmonic, conducted by the late George Solti. Even Charlotte Rampling does one of the voices.



Blue-veined custard chucker.



Cryo's *Ring* - looking a bit murky, if the truth be known.

## "IF I HAD £150"

Got cash to burn? And a fast PC? Fancy showing off to your mates in serious style? Check out *PC Zone's* guide to alternative gaming

★ What a great game Microsoft's *Motocross Madness* is. Brilliant. Fabulous. Stunning. Painful. Being thrown over the handlebars at 100mph, tossed around like a rag doll, hitting a wall, then having the bike fall on top of you is great fun inside a 'sick virtual reality computer game' such as this. Unfortunately, this is



not the case in real life. A huge range of motocross safety gear is available for budding 'rag dolls', or for insane *Motocross Madness* freaks who like nothing better than to play games while strapped up in safetyware. The *Motocross Madness Sidewinder*

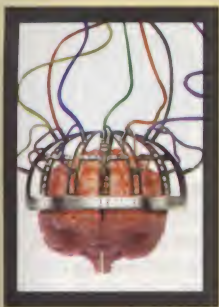
*Freestyle Pro* bundle is a good place to start

— £50 from most reputable high street computer shops. Then why not splash out on an *Ascerbis Proton Chest Protector* (£90) and a pair of *Troy Lee Speed Equipment Gloves* (£29) to complete the picture? You can then try and barter the price down to £150 at Bert Harkins Racing on 01582 472374! Good luck.



© PHOTO Geoff Waugh





# TECH HEAD

Microsoft finally stop tweaking their APIs, more madness in the 3D accelerator market and a gamepad that wants to be a joystick

★ WORDS Warren Christmas

## FACTCANNON

★ VIDEOLOGIC (01923 260511) have slashed the cost of their graphics cards by as much as 54 per cent. The Apocalypse 5D, a combined 2D and PowerVR-based 3D board, now costs just £79 (previously £175). The 5D Sonic, which features additional accelerated audio technology, has fallen from £219 to £99. The price of the Apocalypse 3Dx Value Pack, a standalone 3D accelerator, has been reduced by £6 to £49. (All figures quoted are recommended retail prices.) Full info from [www.videologic.com](http://www.videologic.com).

★ Best known for their Gamester controllers for Sony PlayStations and N64s, LEDA MEDIA PRODUCTS (01992 503133) are set to enter the PC market this September with a series of Destiny peripherals. The series includes programmable and non-programmable joypads and joysticks (which start at under £10), and a Force Feedback steering wheel and pedal combination (at around £130). We'll be reviewing the latter in a couple of months. In the meantime, check out [www.leda.co.uk/](http://www.leda.co.uk/).

## TOO MUCH?

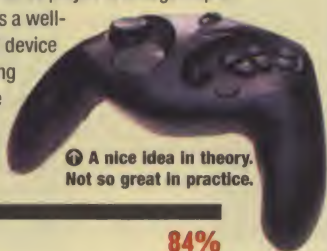
★ £39.99 (typical street price) • Acco UK • 0800 252359 • [www.gravis.com](http://www.gravis.com) • Out now

Gravis' new Xterminator gamepad is similar to Microsoft's excellent SideWinder Pro digital joypad, but with the functionality of an advanced analog joystick on top. Not only does it feature a digital directional pad for fast action games, and nine buttons, but also a proportional thumb pad for sensitive control in simulations.

We found the majority of the controls to be conveniently placed and, with Gravis's comprehensive Keyset Manager software, most of the pad's features are fully user-programmable for specific games. Nice.

But do you really need a multi-purpose gamepad? We tested the Xterminator with *Jedi Knight*, and while it had all the functions we needed we'd still rather play with a mouse and keyboard. With *Ultimate Race Pro*, it proved no more useful or enjoyable to use than a standard analogue joystick. It was better suited to *World Cup 98*... but then that's been designed to be played with a gamepad.

The Xterminator is a well-built, feature-packed device which, if you like using gamepads for a wide variety of different games, it is well worth a look.



★ A nice idea in theory.  
Not so great in practice.

PCZ VERDICT

84%

# MICROSOFT HIT SIX

A magic number which will soon be delivering better graphics and sound

DirectX 6.0, Microsoft's long-awaited collection of multimedia APIs (application programming interfaces), which are expected to be utilised by developers for all the big game releases towards the end of the year, has reached the final stage of compatibility testing.

The new set of Windows APIs feature a number of improvements over DirectX 5.0 which Microsoft claim, somewhat predictably, will lead to games with "better graphics, faster frame rates and enhanced playability".

Chief among the enhancements is a new version of the Direct3D component which will enable game developers to utilise a greater number of features of a wider range of 3D graphic accelerators, without having to produce dedicated code (within games or via software updates) for specific boards.

Meanwhile, an all-new component, called DirectMusic, should lead to improved, fully-dynamic soundtracks in games, with enhanced MIDI compatibility and support for downloadable sound technology used by the latest generation of sound cards.

The new 32-bit APIs have been designed to be tightly integrated with the Windows 98 and NT operating systems but are also compatible with Windows 95, and support software titles designed for earlier versions of DirectX.



Rage's Expendable: one of many new games in production which will use DirectX 6.0.

The software drivers should be available any time now from [www.microsoft.com](http://www.microsoft.com) (Windows 98 users can use the Windows Update feature) and will appear on future PC Zone cover CDs. Any game which actually requires the files, however, will install them automatically as part of the set-up process.

★ More information on DirectX 6.0 than you'll probably ever need to know is available at [www.microsoft.com/directx/default.asp](http://www.microsoft.com/directx/default.asp). Microsoft: 0345 002000

## DIAMOND GET SAVAGE-D

Few precise details were available at the time of going to press, but Diamond Multimedia, Hercules and STB Systems have all announced plans to produce AGP accelerator boards based around S3's new 128-bit graphics processor.

The Savage3D chip, which follows the company's successful but ageing Virge series launched in 1995, offers 2D, 3D and MPEG-2 acceleration, supports performance-enhancing texture compression (as featured in DirectX 6.0), and includes PAL/NTSC television output as standard.

Reportedly capable of producing 125 million tri-linear filtered pixels per second (read: a lot), it's already

being tipped as a leading contender in the next-generation 3D accelerator war. Boards featuring the processor should be available in late autumn at "extremely competitive"



Savage 3D heads Diamond's way.

prices. More information on Savage3D is available from S3's website at [www.s3.com](http://www.s3.com).

Elsewhere in the wacky world of graphics accelerators, 3DLabs have announced a new 2D/3D processor of their own, called the Permedia 3 (details at [www.3dlabs.com/](http://www.3dlabs.com/)), while VideoLogic are set to publicly unveil their hotly-tipped PVRSG-based technology within the next few weeks (keep an eye on [www.videologic.co.uk](http://www.videologic.co.uk)), with new boards available by late summer. Confused by it all? You're not alone. PC Zone will be running a comprehensive guide to the state of play in the 3D accelerator market real soon.



# CHARTS

Want to know what's selling at the moment? Want to know what topped the charts this time one year ago, two years ago and five years ago? Yes? Then you've come to just the right place

## THIS MONTH'S TOP20

AUG	SEP	TITLE	LABEL	GROUP	WKS IN CHT	PCZ SCORE
3	1	<b>COMMANDOS</b>	EIDOS INTERACTIVE	EIDOS INTERACTIVE	5	87
-	2	PREMIER MANAGER 98	GREMLIN INTERACTIVE	GREMLIN INTERACTIVE	2	NR
-	3	MECHCOMMANDER	MICROPROSE	MICROPROSE	1	85
-	4	MICROSOFT PLUS! W98	MICROSOFT	MICROSOFT	4	NR
-	5	FINAL FANTASY VII	EIDOS INTERACTIVE	EIDOS INTERACTIVE	4	93
1	6	UNREAL	GT/EPIC MEGAGAMES	GT INTERACTIVE	6	93
2	7	WORLD CUP 98	EA SPORTS	ELECTRONIC ARTS	9	91
-	8	INTERNATIONAL CRICKET CAPTAIN	EMPIRE	ENTERTAINMENT INT.	3	68
20	9	TITANIC - ADVENTURE OUT OF TIME	EUROPRESS SOFTWARE	EUROPRESS SOFTWARE	6	NR
4	10	CHAMPIONSHIP MANAGER 97/98	EIDOS INTERACTIVE	EIDOS INTERACTIVE	38	90
9	11	MICROSOFT FLIGHT SIMULATOR 98	MICROSOFT	MICROSOFT	43	94
10	12	QUAKE II	ACTIVISION	ACTIVISION	32	97
13	13	AGE OF EMPIRES	MICROSOFT	MICROSOFT	39	94
18	14	WORMS 2	TEAM 17	MICROPROSE	34	82
8	15	TOMB RAIDER II	EIDOS INTERACTIVE	EIDOS INTERACTIVE	34	94
5	16	ULTIMATE SOCCER MANAGER 98	SIERRA ONLINE	CENDANT	13	60
12	17	TOCA: TOURING CAR CHAMPIONSHIP	CODE MASTERS	CODE MASTERS	33	86
-	18	CONFLICT FREESPACE: THE GREAT WAR	INTERPLAY	INTERPLAY	3	89
-	19	HEART OF DARKNESS	OCEAN	INFOGRAMES UK	2	55
-	20	NORTON ANTIVIRUS 98	NORTON	SYMANTEC	4	NR



It's a grower! Commandos took its time to get to the top.

## CHART COMMENT

We were a little bit surprised at Eidos' *Commandos: Behind Enemy Lines* entering the PCZ monthly chart at No. 3 last issue. Not because we doubted the game in any way, but because of the pressure it was under from *Unreal* and all those goddamn football games surrounding it. And despite the festival of football surrounding the World Cup, *Commandos* still managed to go all the way, topping the Hit Parade last week and staying propped up there ever since. It's even doing better than *Windows 98*...

On the downside though, our prediction that *World Cup 98* would race back to the top of the chart at the end of the World Cup proved wrong, its position now having dropped to No. 7. Also worth noting are *Quake II*'s drop out of the Top 10 (the first time since its release last year) and *Unreal*'s plummet to No. 6.

Paul Mallinson

## COMPETITION

### WIN THE ENTIRE TOP 20!

PC Zone and Virgin have teamed up to give you the chance to win every game in the current Top 20. All you have to do to enter the draw is answer this simple question:

**Q. Name the development team behind Commandos.**

Just answer the question and send it on a postcard, along with with all the information requested, to the address below

★ Name / Address / Postcode / Daytime phone number / E-mail / Job title / Company name / Age if under 18

★ Please tell us if you do not wish to receive details of further special offers or new products from other companies

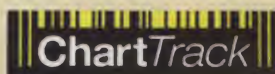
★ Are you a current subscriber to PC Zone?

Send your entry to: PC Zone Chart Compo CPCZ89B, Customer Interface, Bradley Pavillions, Bradley Stoke North, Bristol BS12 0BQ, UK. (Closing date: Friday 4 September 1998)

★ Terms and conditions: Only entries with all the questions completed and received before the closing date will be entered into the prize draw. Winners will be notified by post. No cash alternative. Prizes not necessarily as shown. No correspondence will be entered into. The Editor's decision is final. All the other usual competition rules, conditions and restrictions apply. Got that? Good.



(compiled by Chart Track © ELSPA 1998)



### THE BUZZ ON THE STREETS

"I'm not surprised that *Commandos* is Number One, because it's a cracking game. One of the best real-time strategy games I have ever played."  
**Gary Ambrose, Essex**

"My congratulations to *Worms 2*. Great game. Hang on in there, lads!"  
**GMROE@auto.rockwell.com**

"*Final Fantasy VII* at number four? Huh? Oh, my aching eyes. And pale skin. Is it autumn yet? Cloud? Tifa? Hey, where did they go?"  
**Gerald South, Crawley**

"*Commandos* is deserving of the top slot, although I think the definitive version of this type of game has still to be done. There's still plenty of room for improvement."  
**Colin McGinley, Cambridge**

## RETRO CHARTS

### 1 YEAR AGO...

- 1 *Dungeon Keeper* EA
- 2 *X-COM: Apocalypse* MicroProse
- 3 *Carmageddon* SCI
- 4 *FIFA Soccer Manager* EA Sports
- 5 *Theme Hospital* EA

### 2 YEARS AGO...

- 1 *F1GP2* MicroProse
- 2 *Duke Nukem 3D* Eidos
- 3 *Theme Park* EA
- 4 *Civilization II* MicroProse
- 5 *Worms* Ocean

### 5 YEARS AGO...

- 1 *Day Of The Tentacle* US Gold
- 2 *The 7th Guest* Virgin
- 3 *Loom* US Gold
- 4 *Sherlock Holmes 3* Mindscape
- 5 *Ringworld* Accolade



# DARK STONE RISING



It's been a while since we had an adventure from Delphine. Especially one this promising

**DARK STONED** Keith Pullin

**G**allic developers Delphine Software – of *Flashback* (PCZ #56, 89%) and *Fade To Black* (PCZ #31, 94%) fame – are having trouble naming their forthcoming adventure game. The current working title goes by the unremarkable name of *Dark Stone*. But more worryingly, other ideas being bandied about include *Gothik: The Tale Of The Seven Stones*; *Runes*; *Gothik Runes*; *Seven Stones* and *Rolingue Stone* (!!).

What we do know for sure, though, is that graphically *Dark Stone* will be a cross between *Dungeon Keeper* (PCZ #53, 96%) and *Diablo* (PCZ #48, 88%). However, when it comes to the actual gameplay, *Dark Stone*'s creators claim it will be much more action-based. The brief encounter we had in Delphine's Paris studios showed the game dripping with blood and featuring a burly warrior going about his business in a very Conan-esque manner. The emphasis is clearly on mutilation.

So what about the plot? Well, the story could have come from any number of *Dragonlance* fantasy adventure books. Drakk, some kind of megalomaniac evil dragon (aren't they all), has got hold of a nasty piece of kit known as the Monolith Stone and is using it to suck the life force out of the world. The only way to destroy this terrifying rock is to merge seven crystals into an orb (a very, very special one) and create The Ultimate Weapon.

You can choose to tackle the task as a warrior, priest, wizard or thief. Up to two of these characters can also be picked as permanent NPC party members that you can actually take control of; although from what we saw of the NPCs' AI, they'll be more than capable of taking care of themselves.

There's also a subtle RPG element to *Dark Stone*: killing monsters, casting spells and solving basic puzzles. Each character has 32 spells at their disposal (which will, of course, guarantee a pretty lightshow from your 3Dfx card) and 32 levels of experience to attain. But the best thing of all is that every time you play, a new, randomly created dungeon is designed, so every adventure should be different.

*Dark Stone* looks like it's gonna be a winner. In November we'll get to see how it finally ends up. **PCZ**



These exterior locations remind us a little bit of *Zelda*. They have a Japanese style to them.



Imagine this in spinny-rotatay™ 3Dfx. Spoooge.



Hey, look: the Save/Load screen. How interesting.



When we said pyrotechnics, we meant it.



Man and chicken in love rift, yesterday.

Combat will be a point-and-click affair. It also promises to be very bloody. Cool.



# FULCRUMS, FALCONS AND PHONE BILLS

Two new flight combat games on the way from sim veterans NovaLogic

★ FLIGHT ATTENDANT Paul Presley

Fans of NovaLogic's worthwhile contribution to the flight sim genre, *NovaWorld*, the online gaming system for F-22 Raptor, are to be rewarded with two new titles this October – F-16 Multirole Fighter and MiG 29 Fulcrum.

While both games are being developed primarily as standalone simulations, complete with the usual claims of hyper-accuracy, real-life military research and state-of-the-art graphics, the main reason to get excited is that both titles can be played via *NovaWorld*, enabling all three games to co-exist in the same game environment.

"In the near future we will be expanding the choice of vehicles that can operate in that space," says NovaLogic CEO John Garcia. "This is the beginning of something very exciting."

Interestingly, considering NovaLogic's recent legal problems concerning their failed attempt to copyright the names of US military aircraft, the press release for F-16 doesn't contain a single mention of the word 'Falcon'. Are they erring on the side of caution, perhaps?



Come October you'll be able to fly an F-22, a MiG 29 or an F-16 in the same combat theatre, online via *NovaWorld*.



It's what flight sim fans have always wanted: a lock-on.



A MiG 29 Fulcrum in all its glory – astride the Internet.

## CAVEDOG SAY THEIR PRAYERS

Distinguished *Total Annihilation* developers Cavedog have gone to town on a plush new action adventure.

Called *Amen: The Awakening*, the game is part first-person shooter, part thriller, part puzzle-solving and part cinematic epic. It features 17 enormous levels which encompass diverse areas such as subway systems, airports and military complexes – all built to scale.

Instead of fragging your way through the entire game, you're required to use your wits and know-how to solve a variety of conundrums. Cavedog make it clear that these will be realistic and intuitive, and won't involve simplistic monkey puzzles. Look out for it later in the year.



Cavedog in 3D shooter shocker!



Atmospheric coloured lighting.



Highly detailed 3D environments.

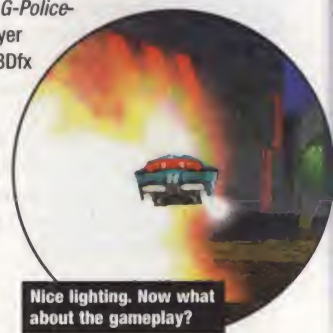
## BOUNTY HUNTER



Your very first look at *BHunter* – a game currently looking for a European publisher.

Ever fancied flying a hovercar in a *Fifth Element*-meets-*Bladerunner*-style future city? If so, the forthcoming *BHunter* from Interactivision may just be the game for you. As a bounty hunter flying after criminals in *G-Police*-style progressive missions, you'll get single-player and split-screen or network multiplayer gaming with 3Dfx support (via DirectX), and 3D sound to boot. Software graphics boast 16-bit colour at a resolution of 640x480 at 30-plus frames a second. Check out the screenshots here for early indications.

Due for release in November, the game has yet to be picked up by a UK distributor, although a playable demo will be available on next month's cover disc.



Nice lighting. Now what about the gameplay?





# MILTON KEYNES

PC Zone ventures into a melting pot of concrete and cows in a town where the car is king – the very PC-friendly Milton Keynes, where the gamers know what they like

★ WORDS Garth Sumpter

## WHO LIVES IN A CITY LIKE THIS?



**PAUL MATHESON**

32, makes bottles when not standing in front of display looking confused

So, which game are you actually looking for?

"I don't know – no one's made it yet."

And what would that be?

"Ah, it would be a cross between *X-COM*, *X-Wing Vs TIE Fighter*, *MechWarrior* and, oh yeah, *Quake*. It would come on four discs and take two years to complete. It won't happen though, cos it would put all the other companies out of business."

Fine. Now let's get back to reality. What are you playing at the moment?

"Thingy, hang on... *X-Wing Vs TIE Fighter* and *StarCraft*. I prefer simulations because you don't know what's going to happen next. Once you've seen the patterns in action games, you just have to do the same thing over and over to beat it. Waste of money."

Are you looking forward to any forthcoming PC game releases?

"Don't really have time to think about them. I'm trying to do a thesis on 3D laser-generated television imagery, only I can't start it until I work out a way of doing it without burning people's eyes out."

Is that the thesis or the lasers? Don't worry. Thanks.



**OMAR KARIM**  
17, graphic design student from London

So, what computer games are you playing at the moment?

"I like anything a bit cerebral. At the moment I'm playing *Rise Of The Triad* and *Tomb*

*Raider*. They're a bit old, but I'm well into them."

How about newer games? Is there anything you're looking forward to?

"C&C: *Tiberian Sun*. Definitely *Tiberian Sun*. Do you know when it's coming out?"

November.

"Oh. How about *Tekken 3*, is that coming out on the PC? Only I spend most of my money in arcades and I'm thinking of getting rid of my PlayStation. It's good, but PC games are more varied and a lot cheaper."

If it's *Tekken 3* you're after, you'd better hold on to your PlayStation for a while.

"It doesn't matter. If I sell my PlayStation and all my games, I can pick up a better graphics card. That'll do."

## CONCRETE EVIDENCE

Milton Keynes was intended to herald a bold new approach to British town planning. Instead it ended up as a cross between an accident in a concrete factory and the world's biggest car park. Inside their concrete jungle (or should that be corpse? Or even corpse?), you can't blame Miltonians for wanting to escape their grey reality. According to Robert Tomlin, Deputy Manager of Electronics Boutique (situated in the half-mile-long shopping centre that is the heart of Milton's 'culture'), when they do, it's usually on their PCs.

"Most of the businesses in Milton Keynes are PC-based," he muses. "And with a large number of young couples with a good disposable income, that's what they tend to use to play their games on. It's a very computer-literate place."

What's selling at the moment?

"Funnily enough, *World Cup 98* and *USM '98* have sold well recently, although *Unreal* is probably the biggest seller right now. For some reason though, we keep selling out of the *Spice Girls* game on budget."

Any idea who's to blame for that?

"Don't look at me – I don't own a PC. I'm hooked on *Formula 1* on the PlayStation. If I owned a PC I probably wouldn't go out any more, and I certainly couldn't afford to buy a car."



It's all *Spice Girls* and football this month – whether you're foul-footed footballer David Beckham or Robert Tomlin, Deputy Manager of Electronics Boutique, Milton Keynes.

Do you actually live here in Milton Keynes?

"Yes, over that way" (gestures vaguely with hand).

Oh, I'm sorry...

Despite claiming that PCs are big in MK, aside from a branch of Tiny Computers and the likes of HMV, there was a distinct lack of games shops around. However, people know what they want.

"We constantly get enquiries about *Dune 2000* and *Tiberian Sun*," says Robert. "Good intelligent games, but it doesn't stop them snapping up *Quake* mission discs."



It's corporate, it's 'samey', but it's huge. And if you live in PC boom town Milton Keynes, it's stacked with everything you need – concrete and computer games!

## INTERNET CAFÉS

Although Milton Keynes is a hot zone of people on PCs, it isn't that surprising to realise that because everyone is maxed up on machines and modems, the only two cyber cafés here have been closed down for some time.

However, just a quick hop away in Bedford, MK's poorer cousins are happily beaver away like furry little mammals at Tim Huckle's Cyber Ltd.

**NAME:** Cyber Ltd

**ADDRESS:** 2 Ram Yard, off the High Street, Bedford MK40 1SG

**TELEPHONE:** 01234 349990

**E-MAIL:** postmaster@cyber.winweb.comb

**WEBSITE:** www.cyberltd.co.uk

**OPENING HOURS:** 11am-9pm Monday-Friday

10am-9pm Saturday

3pm-7pm Sunday

**COSTS:** Seven PCs available, costing £2.50 per half hour online for members, and £2 for students

**MENU:** Various refreshments and an upstairs meeting/conference area. "We're gearing up to hold evening sessions/group events here shortly."



# EVEN CLOSER COMBAT

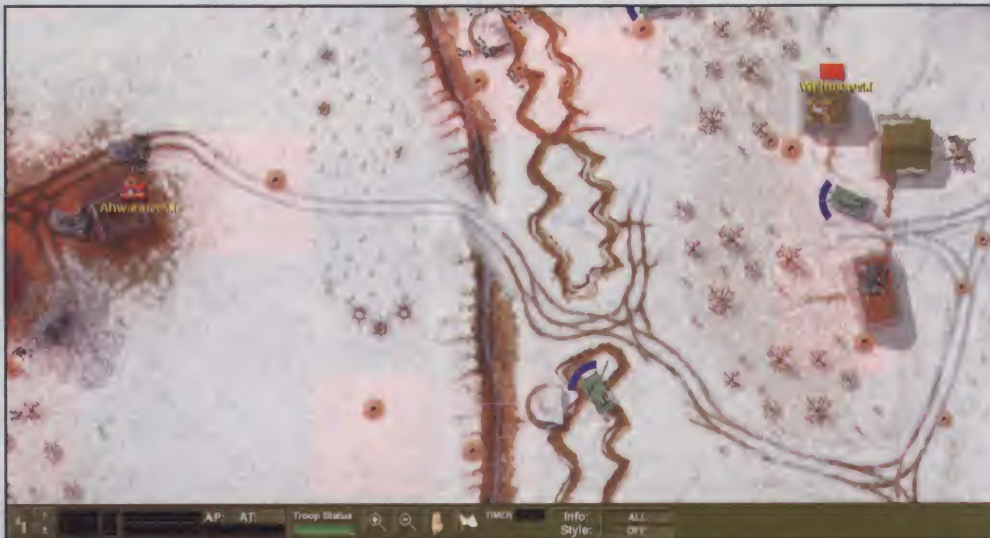


Titchy, but highly detailed graphics make their return.

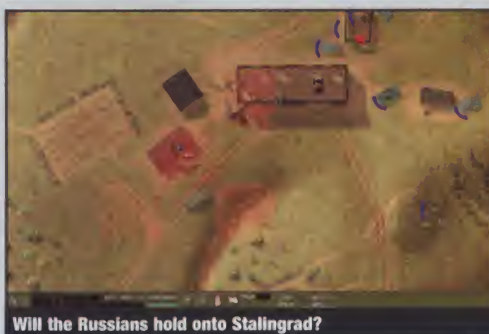
## New instalment of *Close Combat* to mirror historic invasion of Russia

★ CONSCIENTIOUS OBJECTOR Steve Hill

Microsoft appear to be knocking out games like they're going out of style, and *Close Combat 3* is set to continue the award-winning war series. Putting you in command of the Eastern Front, the game covers the period from the 1941 invasion of the Soviet Union to the 1945 fall of Berlin. As well as historically accurate real-time combat, the game also combines role-playing elements, with you beginning as a low-ranking commander and attempting to advance in rank by acquiring more troops and equipment. Improved visuals are promised, with 3D animations and photographically accurate maps four times the previous size.



Progressive texturing overload! In *Close Combat 3*, tanks leave track marks, and troops leave footprints in the snow.

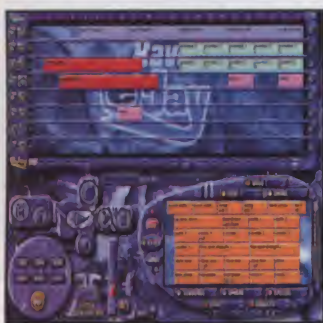


Will the Russians hold onto Stalingrad?



Will the German's take the oil fields of the Caucasus?

## WIN! COPIES OF RAVE E-JAY



★ 10 copies to give away!

From what we understand, *PC Zone* readers had a ball with *Fast Track's* last little bundle of home studio joy, *Dance E-Jay*. This comes as no surprise looking at some of the frazzled letters we get sent in to us here at the *Zone* office. So if you're one of those people who would rather groove at home to your own 200bpm creations than stick your head in a bass bin at a trendy London 'nitespot' listening to other blokes

'dropping some chemistry into the mix', then *Dance E-Jay's* follow-up, *Rave E-Jay*, could be exactly what you've been looking for. We've got ten copies to give away, and the first people to answer this question correctly get one.

**Q** Which techno duo recorded the album *Exit Planet Dust*?

Answers on a postcard to It Wasn't The Prodigy, *PC Zone*, 19 Bolsover Street, London W1P 7HJ, to arrive no later than Friday 4th September. Usual rules apply.

★ Terms and conditions: Only entries with all the questions completed and received before the closing date will be entered into the prize draw. Winners will be notified by post. No cash alternative. Prizes not necessarily as shown. No correspondence will be entered into. The Editor's decision is final. All the other usual competition rules, conditions and restrictions apply. And all that.

## THIS IS HARD CORPS

*Hard Corps* is the working title of a game currently under development from Perfect Entertainment and Graftgold, the former of whom were responsible for the *Discworld* adventure games, the latter being responsible for *Uridium*, among others. Essentially a 3D blaster, *Hard Corps* will attempt to straddle the line between a military tank simulator and an arcade sports sim, with players competing in a televised futuristic sport, having first cloned themselves to ensure they are never killed. Set in five theatres of war, each comprising six missions and a boss, the idea is to destroy opponents in the most spectacular fashion in order to improve viewing figures. Out November.



Tank games seem to be popular with developers these days.



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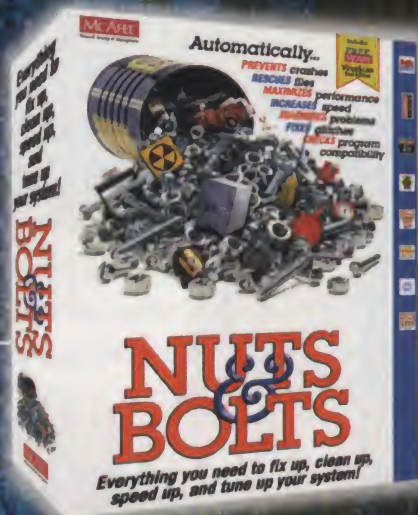
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**MEGASTORES**

**beyond**  
entertainment





Caption to go here,

# MICROSOFT GAIN INERTIA

The working title *Inertia* currently adorns a fast-paced vehicular shooter due for release by small independent Microsoft. Developed by Pseudo Interactive in Toronto, Canada, the game will enable you to customise your vehicles extensively, tweaking everything from the engine, the shocks, steering, weight distribution and, of course, a wide range of offensive weaponry. Battle vehicles are constructed according to numerous combinations of options, and the action takes place over winding paths, challenging racetracks, and battle arenas. The game will employ a real-time physics engine based on true kinetics, making guns recoil, bullets ricochet, and objects bounce, tumble and twirl (*did someone say 'twirl'? - Ed*).

## BLUFFERS Guide to...

### FORCE FEEDBACK

#### ★ What is it?

Force feedback, also known as haptic feedback or force reflection, is a method used by computer developers to transfer game actions into realistic physical sensations. Force feedback joysticks will vibrate, jerk and shake in your hands.

#### ★ Who created it?

The system was pioneered by Immersion Corporation of San José, California. All force feedback joysticks on the market currently comply with the I-FORCE architecture created by Immersion back in 1996.

#### ★ How is it done?

The effect is achieved by adding small servo motors into computer peripherals. These motors are triggered by software events; any game conforming to the I-FORCE architecture will be able to 'talk' to a force feedback joystick and make it jiggle. Extra strain on the computer's main CPU is minimal, as the external devices do all the hard work and thinking.

#### ★ Where can I find out more about it?

The best place to go is [www.force-feedback.com](http://www.force-feedback.com)

## SHORTS

### LIVE & KICKING

Another football management game is on the way. *Football Manager Live!* bravely disregards the formulaic approach adopted by more successful management simulations like *CM2*, and adopts a more calculated, lifelike system. Results will be based on decisions over 90 minutes rather than relying on teams' or players' reputations and current form. *Football Manager Live!* features all European leagues, plus Internet and network options.

### TACTICS FOR BEGINNERS

*Total Annihilation: Battle Tactics* is an expansion aimed at newcomers to the RTS genre. It introduces 100 missions and four new units, all designed to whip novices



into shape. The add-on will also appeal to veterans and, together with *Core Contingency*, it provides a delicious 245 units and 175 missions on 12 worlds.

### HOWARD'S WAY

During the '80s, Howard Marks had 43 aliases and owned 25 companies worldwide, all of which laundered money from his core activity of dope dealing. The object of the whacked-out



freebie game at [www.weaveworld.co.uk/game](http://www.weaveworld.co.uk/game) is to do just that: travel to foreign places, buy marijuana, and sell it for a huge profit. Man.

### COCK-UP CORNER

In last month's review of *International Cricket Captain* we stated that the game was devoid of "a proper transfer system," that the commentary does not celebrate milestones, and that the computer opponents "cheat". Well, we must have been thinking of a different cricket game, because *ICC* does not suffer from any of the above complaints. Our review of *Fields Of Fire* also stated that there were 17 missions, when there are in fact 35. Apologies to *Empire* for both lapses.



Only two species on our planet actively war with each other. We're one, ants are the other.

# WHEN ANTS ATTACK



French developers Microïds have ants in their pants. And their kitchen. And their new game

★ ANTHILL MOBSTER Steve Hill

*Empire Of The Ants* is a risible film featuring a pre-Dynasty Joan Collins doing battle with some extremely unconvincing giant ants. *Empire Of The Ants* the game promises to be a lot more realistic, putting you in charge of an anthill of red ants battling for survival against black ants, beetles, praying mantises and, of course, the greatest enemy of all - man. One kettleful of boiling water or a strategically placed magnifying glass and it could be all over.

● *Empire Of The Ants* will be out in time for Christmas. For more info check out [www.microids.com](http://www.microids.com)



Corsairs should appeal to naval combat strategy fans (ie. not many of us).

# COARSE AIR

The bulging real-time strategy sack is set to take a watery turn with the advent of Microïds' forthcoming *Corsairs*, a naval-'em-up set in the 18th century. Expect buckles to be swashed, the mainbrace to be spliced, and bottles of rum to be quaffed

as you take command of a fleet of ships and set sail for the Caribbean Islands, the coast of Australia, Madagascar, the Indian Ocean and the Isle of Dogs. Wielding muskets and flintlocks, shoot pirates in the face or slit their throats like pigs.





Slave Zero's robots look as lean and mean as they come.

"Martha, there's a huge freakin' robot in the middle of the road! Martha! Marthaaaaaaaaaaaaaaaaaaaaaaargh!"

First- and third-person views will be available.

# SLAVE TO THE SYSTEM

EA's *Slave Zero* looking very shiny indeed

WRAPPED IN METAL Steve Hill

Third-person 3D action shooters seem to be this year's thing, and *Slave Zero* – due early next year – will be another to add to the ever growing list. Set 500 years from now, the game enables you to rampage through a bustling future metropolis as a giant 60-foot biomechanical leviathan. *Slave Zero* will include over 25 missions played out in a 3D city. Unless publishers Electronic Arts are lying, the game promises to combine the shooting action of *Quake* with the big-robot madness of *MechWarrior*, all sprinkled with a touch of Japanese Animé. (And looking at these screenshots, they're clearly not lying – Legal Ed)



The developers are promising a variety of multiplayer options, including team play in single-player levels.

## OFF-ROAD DRIVING TEST

Ice, mud, boulders, water, sand and lava all feature heavily in Accolade's *Test Drive: Off-Road 2*, released this autumn by EA. Car spotters will be pleased to learn that the game has an exclusive licence for the famous Hummer from AM General, and additional licenced cars include the Defender 90, Dodge Ram V12, T-Rex, Ford Explorer, Saleen Explorer, Chenoweth and Jeep Wrangler. Exotic race locations include Hawaii, Santa Cruz, Mont Blanc and New Orleans.



Photograph taken by hitch-hiker before hospitalisation.

### SHORTS

#### TOM TANK

Developed by the experienced Glass Ghost team, *Tank Racer* is an unconventional racing game, due largely to the fact that the races are between tanks – as more astute readers may already have guessed. Viewed from a first- and third-person perspective, the aim is to destroy other competitors using a variety of dangerous weapons.

#### TOP OF THE WORLD

Ubi Soft have a football management game coming, we hear. *Football World Manager* is being developed by Caffeine Software and will feature some 25,000 active players representing over 1000 clubs spread throughout 50 different countries.



## DESERT ISLAND CDS

If Jon Hare, Inimitable boss of legendary coding outfit Sensible Software, was stuck on a desert island with nothing but a PC, an unlimited power supply and five games of his choice, which games would he choose?



- ★ **Scrabble** (Hasbro)
- ★ **Solitaire** (free with Windows)
- ★ **Word For Windows** (Microsoft) \*
- ★ **Sensible World Of Soccer** (White Label/Replay)
- ★ **The entire Ultima series** (EA)

\* Choice if allowed only one

### Comment

"Why? *Scrabble* was created by Sensible's very own Steve Williams, and it's the only game I'm any f\*\*king good at. *Solitaire* is a sleep-inducing masterpiece. *Word* so I could write a best-selling novel in-between wanks. If it came down to just one piece of software then it would have to be *Word For Windows*, except it's not really a game, so I guess my top game would have to be *Sensible Soccer Total Football Edition*, due for release sometime in 1999. PS: I am still allowed to look at all the porn on the Internet, aren't I?"







Let your fingers do the walking, jumping and talking in Hasbro's forthcoming *Glover*.



Things aren't good in the Crystal Kingdom.



Not about a dead Yorkshire comedian.



Guide the glove and ball through six hazardous worlds without stopping to pick your nose.

## SMELL THE GLOVE

Dismembered digits in Hasbro's forthcoming *Glover*

If you're old enough to recall the days when Michael Jackson thought it was really cool to wear just one glove, you may have wondered where the other one went. Rumour has it that it's still floating around inside Bubbles the chimp's colon, but Hasbro Interactive may provide a less libellous option. New Hasbro game *Glover* – due out in time for Christmas – sees you controlling a floating, Jackson-esque glove, which must manoeuvre bouncy balls through a variety of 3D worlds. There are circus, prehistoric, and space levels, but none, alas, based inside a monkey's bowel.



## PLAYSTATION ZONE

I have one. You have one. Tony Blair has two. The Pope has three, each leather-bound with a big golden crucifix on it. Apparently

★ HOLDING THE PAD David McCandless



Girl trapped inside Gulliver-size condom, yesterday.

## THE BIG GAME: KARTIA

**Name:** *Kartia: The World Of Fate*.

**Histoire:** Original game from possibly dyslexic über-developers Atlus, who were responsible for *Bomberman World*. Although this is not much like it.

**Smells like:** *Final Fantasy VII*/*Myst*/*Command & Conquer*/*Ultima VIII*/*Diablo*.

**Storyline:** Big war; fantasy realms; save the world; cast spells.

**Big deal:** Comes from an impressive Japanese games designing duo. Sold a deeply respectable 120,000 copies in Japan in a month. Steeped in the

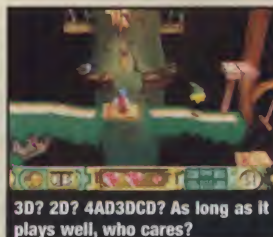
tradition of the excellent Japanese role-playing game (ie *Zelda*). Interactive terrain (burning of trees, freezing of lakes). Create your own spells and monsters, trade said products with pals via memory card. Two alternate disparate storylines for repeat value.

**Low points:** Dialogue expected to be cheesy and laughable. Copious cut-scenes.

**Tech stuff:** *Kartia* promises to meld the interactive with the explosive.

**Personal impression:** I'm booking time off to be with this baby.

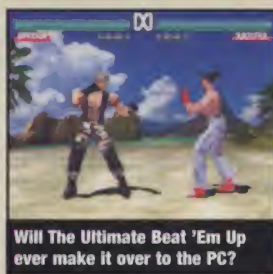
## TWO TO WATCH



3D? 2D? 4AD3DCD? As long as it plays well, who cares?

**KLONOA** (Namco)

You should look at this game to confirm your worst suspicions about the PlayStation: a cute black-and-white dog, colourful graphics, zooming camera, 2.5D, platforms, jumping, and blowing monsters full of air. Nauseating as all these ingredients would be if shoved into a great big pie, the end result isn't as bad as you might think. This one could be a laugh – just don't tell anyone.



Will The Ultimate Beat 'Em Up ever make it over to the PC?

**TEKKEN III** (Namco)

Not long to go now before the ultimate two-player beat 'em up makes its appearance on these shores. Out already in the US and Japan, the stunning arcade conversion has been met with the kind of reaction normally reserved for *Carry On* actors witnessing the accidental popping out of Barbara Windsor's breasts. Unlikely to appear on the PC (unfortunately). If enough people lobby, however, the bigwigs at Namco might change their minds.



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# MADDEN RETURNS

Not satisfied with 11 million sales, EA Sports are hoping that the latest incarnation of their *John Madden* American football franchise will finally attain mass-market appeal. To this end they have devised a simple one-button interface, and the Super Bowl-winning coach himself shouted: "I'm very excited about the one-button mode we've put into the game this year. After all, football doesn't have to be brain surgery, so there is no reason to make it more complicated than it really is. *Madden NFL 99* allows a rookie to simply pick up the game controller and start hitting somebody!" Erm... cheers, John.

EA Sports plan a UK release in September.



Everyone clap your hands.



That's a sack! More realistic than before: *Madden 99* in bone-crunching close up.



Just as cute as before, if not cuter: Norns from *Creatures 2*. Returning to our screens this Xmas.

## CREATURES UPDATED

More information about Cyberlife's forthcoming *Creatures* sequel

★ BIO-PHYSICIST Charlie Brooker

**W**hat's small and hairy, and increases in size the more you play with it? The obvious answer – a human adult penis – is absolutely correct, but the same criteria also apply to Norns the cute Artificial Life inhabitants from pre-Tamagotchi breed 'em up *Creatures*, which was released in 1996 and slowly built up a huge following on the Web.

Two years on, Mindscape have announced *Creatures 2*, which promises significantly advanced and varied Norns. The improved beasts will be able to learn more things in a shorter time, and can also be cross-bred with a new race known as the Ettins. We'll be covering the game in more detail soon, but for now why not jet-pack over to the official website at [www.creatures.co.uk](http://www.creatures.co.uk).



"Bend over, old chap."

## BETACALL

Beta testing is the last stage in software development, where you get to sit behind the wheel of a new game and take it out on a test drive – for free. So drop your wallet and check out these new sites

★ *Mordor: Darkness Awakening* is a large-scale fantasy RPG with hundreds of monsters, spells, and a lush OpenGL environment.

Website: [www.vbdesigns.com/mordor/frames.htm](http://www.vbdesigns.com/mordor/frames.htm)

E-mail: [m@w-link.net](mailto:m@w-link.net)

★ *Wavecatcher* is an online multiplayer strategy game set in a persistent world of tribes, governments, spies and battling nations.

Website: [www.edash.com](http://www.edash.com)

E-mail: [info@atgame.com](mailto:info@atgame.com)

★ *Godzilla Online* features real-time action, 3D environments, persistent characters, and both team and head-to-head play.

Website: [www.gamestorm.com/actionandstrategy/godzilla/](http://www.gamestorm.com/actionandstrategy/godzilla/)

E-mail: [godzilla\\_support@kesmai.com](mailto:godzilla_support@kesmai.com)

## CALLING ALL THE HEROES

Fantasy fans will be pleased to hear that the third instalment of *Heroes Of Might & Magic* will be around in time for Christmas. The new game boasts many new elements, a new storyline, new spells and improved

networking features. The display resolution has also been increased, and the combat screen area is up by half.

Graphically, *Heroes III* has taken a giant leap. Worlds are now entirely pre-rendered, with close to 200 new monsters, game artefacts, locations and town types. Multiplayer enhancements improve the game still further, offering customised maps, a map editor, and support from commercial gaming sites.



By crikey, this looks interesting. Hexagons, dragons, orcs, goblins... Best game ever.





## The Man who KNOWS

Back once again, it's the incredible rumour animal

Breaking news sees the ubiquitous **Lara Croft** on your coffee table. Not, as you might imagine, coiling a stool onto its glass surface while you lay underneath agog, but in a new book. Yes, she's whored herself around cyberspace, made a diabolical record with Dave Stewart, taken the form of no less than four real-life models, and is now destined to live between the covers of a glossy tome – presumably with splash-proof pages.

The book has been compiled by strategy guide specialists **Prima**, and features all manner of clearly made-up facts about the **Tomb Raider** star, as well as images, photographs and even some strategies. There are also contributions from so-called **Generation X** author **Douglas Coupland**, who mused: "Lara is the most modern person on Earth. She represents humanity's next phase where we download ourselves entirely into silicon. Lara is simply a Valentine from the future. Her body is central to her existence, yet she doesn't really have a body. Lara is always a few feet ahead of you – she exists only in the future tense. Wherever you're going, she's always there."

Mike McGarvey, from **Tomb Raider** publishers **Eidos**, also felt obliged to chip in, caterwauling: "This is further proof that Lara is too much of a force of nature to be contained within the game world. We're thrilled to be working with a writer as gifted as Douglas, who has the insight to isolate the secrets of the Lara phenomenon." As does every heterosexual man in Christendom.

There's been the usual petty legal wranglings this month, with **LucasArts** claiming that **Remedy Entertainment**, the developers of **3D Realms' Max Payne**, have copied their eye-oriented logo. Following a stern letter from the LucasArts attorney, Scott Miller of 3D Realms retched: "It's true that both logos have an eye, but beyond that they are entirely different. Remedy did not purposely incorporate an eye in their logo to copy the LucasArts logo – the artists at Remedy are a little more creative than that!" Whatever, they're changing it, although they claim to have already decided on this before the complaint was lodged.

**MicroProse** have axed their superhero strategy game **Guardians: Agents Of Justice**, closing the Texas office where it had been under development using an **X-COM** engine they found festering behind a radiator. Ken 'Kenny' Balthasar of MicroProse brought us this touching message: "Today's top-selling games have eclipsed the technologies which were available when we first conceived the design of this game. Because we believe in the consumer's genuine interest in this type of game, we will re-evaluate new opportunities and determine the best applications for this franchise."

I couldn't care less.

# MIGHT AS WELL JUMP



*D-Jump* is the working title of a time-travelling 3D action adventure on its way from Ubi Soft this November.

Inexplicably transported to a civilisation resembling ancient Egypt, you soon become bored by the lack of Sky Sports and canned lager, and attempt to return to the present day. You're also made of wood, with the ability to explode and recombine at will. French.



Stunning graphics in the forthcoming *D-Jump*. We've yet to see the game moving though. Look out for an update in a future issue.

# SECOND UPRISING

Real-time strategy meets arcade action again in Ubi Soft's *Uprising 2*

★ VIRTUAL GENERAL Phil Wand

When *Uprising* appeared last year, the idea of mating action with strategy was original and enticing. But it's no longer a hot new concept, so Ubi Soft have been working hard to make sure they're not left behind in the genre they helped to create.



*Uprising 2* is full of new weapons, units and weather effects, and now has succulent Voodoo graphics.

Importantly, there's a more focused approach to strategy, with detailed mission objectives and a HUD to help you on your way. A release date has yet to be announced.

?  
On average, fat layabout Steve H gains about thirty pounds per issue.



*Uprising 2*'s improved HUD is said to greatly aid play.



Wonderful 3D visuals crap on original from great height.

# LARA LOVES MALLO

Our Mallo got more than he bargained for when he sent a boastful email about his clinch with Nell 'Lara Croft' McAndrew to his friends recently. As you can see from the line-up here, some people have far too much time on their hands. Apologies in advance to Core Design.



The original... Nice legs... Two for price of one... Who the...? Bang!



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## HOTLINE

Oh yes, it is indeed *PC Zone* HotLine time again – your personal, handy, rip-out-and-secrete guide to what's heading your way over the next two months or so

★ WORDS Paul Rose

WED 5<sup>TH</sup>

It's *PC Zone* night on Wireplay again. In fact, every Wednesday night is *PC Zone* night on Wireplay, so why not hook yourself into the electronic ether and challenge us to 'fights'?

FRI 7<sup>TH</sup>

Games hitting the shelves today include...

**Revenge Of Arcade** (Microsoft) – A second anthology of games you may not have heard of: *Ms. Pac-Man*, *Xevious*, *Rally-X*, *Mappy* and *Motos*. Who needs 'free' emulators you



can download from the Internet, with all the dubious legality that entails, when you can pay 35 quid for this?

**Toh Shin Den** (Funsoft) – It wasn't particularly good on the PlayStation, but there's every chance that this 3D

beat 'em up will fill a void in the lives of PC gamers. The genre is under-represented on the PC, so you never know.

In his new movie, **Armageddon**, which goes on release today, Bruce Willis saves the world from

a giant meteorite. Well, we presume he saves it; if he doesn't, it'll be one hell of an ending. Going on US reviews, this could be the event movie of the summer.



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

AUGUST  
SUN 9<sup>TH</sup>

**Quake II LAN party at The Playing Fields** –

A chance for players to try and topple current champion 'Herring' (presumably not a real herring). It's at 139-143 Whitfield Street, London (nearest tube: Warren Street), and their helpful staff can be spoken to on 0171 383 5850.

FRI 14<sup>TH</sup>

Today's game releases include...

**KKND 2: Krossfire** (Melbourne House) – Not everyone was convinced by the original 'Krush Kill N Destroy', chiefly because it not only wore its *Red Alert* influences on its sleeve, but blatantly tattooed them all over its face and abdomen. The sequel

promises to inject a little originality into the mix.

**Motocross Madness** (Microsoft) – There's nothing particularly 'mad' about motocross as far as we can tell, though it's quite bizarre that Peter Purves, the presenter of popular 1980s off-road

motorbiking show *KickStart*, was both a former *Blue Peter* presenter and an assistant to *Doctor Who*.

**Bass Masters**

**ClassicTE** (T\*HQ) – Like basing a game on darts or shove ha'penny,



a fishing game seems a somewhat pointless exercise. If it successfully recreates the experience, then you'd be better off saving your money. Similar thrills can be achieved by sitting in front of a detuned TV for hours at a stretch. However, in its favour, *Bass Masters* does sound quite a lot like *Mastabaters*. We made that joke last month, but it's still funny, right?

FRI 4<sup>TH</sup>

Among today's game releases is **Creatures 2** (Mindscape). What the original *Creatures* lacked in gameplay, it more than made up for in teaching artificial life to swear.

Hopefully there'll be more of that this time round.

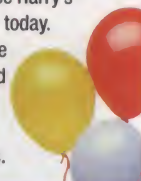
SUN 6<sup>TH</sup>

Opening today is the **European Computer Trade Show**. ECTS is the annual showcase for all that's new in the world of gaming. At least that's the idea. In actual fact, it's

little more than an excuse to go out to a load of parties and get really, really drunk. Even so, a number of exclusive unveilings are promised for this year's event (if we can stand up long enough to find out what they are).

TUE 15<sup>TH</sup>

It's Prince Harry's birthday today. Eat some cake and blow up some balloons.



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

FRI 11<sup>TH</sup>

Among the games hitting the shelves today are...

**Allen Intelligence** (Interplay) – Real-time sci-fi wargame which features simultaneous planet and space-based combat. Apparently, it features the largest playing area in its genre, with hundreds of planets to conquer, and a similar number of units and weapons to research and discover. The reported 10,000 different designs of



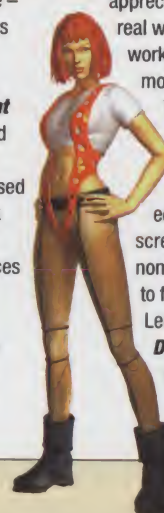
spaceships sets the old B-S detector buzzing. **Special Ops** (Take 2 Interactive) – Heavily delayed, along with other Take 2 titles this month, *Special Ops* is a nearly-great covert soldier simulation. Along with your team-mates, take out heavily defended installations with the

minimum of noise – so no baked beans for tea the night before, okay?

**The Fifth Element** (Ubi Soft) – Absurd comic book nonsense, or stylised and glorious work of art? Vacuous American audiences certainly opted for the former description of Luc Besson's movie, while European cinema-goers

appreciated the film's real worth. Kalisto have worked closely with the moviemakers for this *Tomb Raider*-esque licence, which reportedly contains film clips edited from the big-screen version. Sadly, none of them are likely to feature close-ups of Leeloo's buttocks.

**Dominion: Storm Over Gift 3** (Eidos Interactive) – Zzzzzzreal-



timezzzzzzzzstratzzzzzzegyzzzzzzzzgamezzzzzz... And one with a dreadful title to boot. But wait – the game has been developed by ION Storm, the breakaway developer formed by ex-Id staff and *Quake* teamsters. That alone makes *Dominion* worth a look.

**Ultima Online Gold** (EA) – Another limited release of Origin's popular online RPG, this time with a simplified interface and loads of other new bits.

## SEPTEMBER





## FRI 21<sup>ST</sup>

Today's game releases include...

**Youngblood** (GT Interactive) – By all accounts an action-based RPG licensed from an independent US comic book. As we recall, **Youngblood's** creator Rob Liefeld can neither draw nor write, so you can look

forward to something rather banal with this interactive incarnation. But hey, at least you'll get to play as a super-hero called Shaft.

**Total Annihilation: Battle Tactics** (GT Interactive) – **TA**-loving zealots are already foaming at the mouth at the prospect of

this official add-on. All-new missions, dozens of new units, and that same genre-busting gameplay we all know and love.

**Tides Of War** (GT Interactive) – A real-time wargame set on the high seas, with ships from different eras engaging in combat. Certain levels



are reportedly 60,000 screens big. We feel obliged to insert a comment about 'salty seamen' here, but that'd be just plain juvenile. **Colin McRae Rally** (Codemasters) – Codemasters aren't as prolific as they once were, but a new game from them tends to be worth a look. Following the decent **TOCA: Touring Car Rally**, **Colin McRae** is garnering plenty of complimentary plaudits, and who are we to disagree with those things?



Among the **movies** going on release today is **The X-Files** – Muldoon and Scully hit the big screen to

have a fight with little green men, killer bees and puddles of sentient black liquid. Which is nice.

16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

## FRI 28<sup>TH</sup>

Games hitting the shelves today include...

**Spellcross** (SCi) – Fantasy/strategy turn-based wargaming, in which your primary goal is to advance through the ranks while chopping and spell-casting your way through the opposing armies of orcs, goblins, tax inspectors and that.



Turn-based games aren't the most popular right now. Maybe **Spellcross** is lovely enough to devolve the trend? Whatever that might mean. **Tiger Woods '99** (EA Sports) – Tiger Woods may

be the greatest golfer in the world, or something, but he's only about six years old. However, this hasn't stopped him amassing a huge personal fortune, bolstered by endorsements such as this new EA golf sim.

**Tiger Woods – The Tournament** (EA Sports) – EA have clearly lost their minds, and decided to release all the **Tiger Woods**

add-on courses on one day. So much for the carrot and the donkey.

**Tiger Woods – The TPC Courses** (EA Sports) – TPC? TCP? Total Professional Cup? The Prince Charming? **Brunswick Bowling** (T\*HQ) – First fishing, and now bowling. How many more arcane sports are T\*HQ going to make games out of? Pole vaulting?

Skittles? Beachcombing? Today's **movie** release is **The Avengers** – The last big SFX bonanza of the summer, and yet another flick based upon a 1960s TV show. Early word is that it's cack, but it'll be nice to



see funny-faced bird Uma Thurman in a skin-tight cat suit.

## MON 31<sup>ST</sup>

**Unreal Level Editor** (GT Interactive) – At long last you get the opportunity to tease your friends by playing in your own deathmatch levels shaped like a giant... sorry. Hey, today's also a **Bank Holiday**, so if you're in work today you've made a mistake. Go home.

## FRI 18<sup>TH</sup>

Games released today include...

**Lula Virtual Babe** (Take 2 Interactive) – **Lula: The Sexy Empire** was universally panned for its tasteless take on the

resource management genre (in other words, the rude bits weren't nearly rude enough).

**Return Fire 2** (MGM Interactive) – This sequel, which promises more top-down, one-on-one military combat nonsense, should



be more than enough to carry on from where the excellent first game left off. **SIN** (Activision) – A highly

anticipated, **Quake II**-based shoot 'em up, **SIN** has been a long time in development, but it could well shoot **Unreal's** kneecaps off if early peeks are anything to go by.

**MotoRacer 2** (EA) – Another chance to throw

yourself around an undulating mud track on a bike, courtesy of those



crazy Frenchies down at Delphine Software. **World Air Power: Israeli Air Force** (Jane's) – Developed by **real** Israeli pilots, Jane's return with another one of their splendid flight extravaganzas.

16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

## TUE 22<sup>ND</sup>

Autumn officially begins. Though as this is being written, in mid-July, autumn seemingly began in April.



## THU 24<sup>TH</sup>

Today's game releases include... **HEDZ** (Hasbro Interactive) – A quirky cartoon combat game featuring super-deformed characters capable of

swapping heads around to exchange abilities. It may sound bizarre, but... no, it is bizarre. The Home Entertainment and Consumer Electronics Show (aka **Live 98**) is one **event** you might like to attend today.

## FRI 25<sup>TH</sup>

Included in today's game releases are...

**Need For Speed III: Hot Pursuit** (EA) – The ever prolific EA promise us that this third instalment in the **NFS** series will be out on this very day. We can't bloomin' wait. **Jetfighter Full Burn** (Take 2 Interactive) – Heavily delayed, but we're sure this half-sim/half-shoot 'em up will be 'plane sailing'. Does that

make any sense? **Chessmaster 6000** (Mindscape) – **Chessmaster 6000?!** Crikey! Imagine how much it would've cost if you'd bought the previous 5,999!



**Alpha Centauri** (EA) – Sid Meier's back with a vengeance. And a new game. This time set in space. It's gonna be big, and you're gonna read about it first in **PC Zone**.

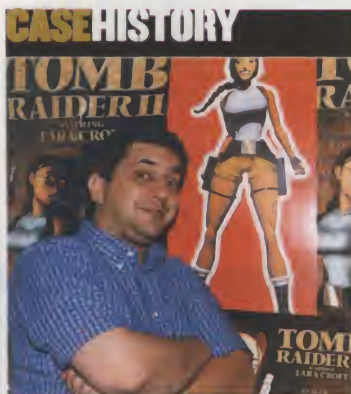


**OBSSESSED**  
WITH

# LARA CROFT

**With a new *Tomb Raider* on the way, it won't be long before Lara Croft is a household name – especially if her number one fan Luis Cunha has anything to do with it**

★ **WORDS** Adam Phillips



## #3 THE LARA-LOVER

**NAME** Luis Cunha

**AGE** 33

**LOCATION** Lisbon, Portugal

**OCCUPATION** Sells custom-made computers and network solutions; designs websites

**OBSESSION** Dedicated lover of *Tomb Raider* heroine Lara Croft

**CONDITION BEGAN** Mid-'97

**HISTORY OF CONDITION** Created The Croft Times, a website detailing everything Lara. The online newspaper now has several international editions

**OUTLOOK** Currently no cure – and with *Tomb Raider III* and a Tinseltown movie on the way, things can only get worse

**T**alk about a stroke of good luck. The creators of Lara Croft managed to take one unremarkable game character and turn her into an emerging twin-turreted icon of the late 20th century with one alleged slip of the mouse. From the tabloids ooh-ahing “Lara, Lara, Lara”, to pseuds spouting chin-stroking bollocks about Ms Croft’s significance as a postmodern feminist, Lara Croft’s success has more in common with the likes of Sandra Bullock and Demi Moore than a cynical attempt at appealing to adolescent libidos.

Almost certain to shift the public’s passion for Ms Croft from foreplay to full-blown intercourse is the starring role in her very own movie, with Liz Hurley tipped as the hot fave to slip into those bum-hugging shorts. Add to this yet another game sequel, and her mounting fame makes All Saints look about as popular as Five Star.

Perhaps the most telling sign of any star’s success – whether real or virtual – is their presence online. Imagine the Internet as the point at which marketing, hype and publicity meet reality; it’s here that you can see if a star has made a real, long-term impact on the public psyche. The likes of Sandra Bullock and Demi Moore have dozens of sites dedicated to them; maintained by ardent fans, they feature every picture of their idols ever taken, plus news and gushing prose. And now it’s Lara’s turn to bask in the Net spotlight.

### A SITE FOR SORE EYES

The most respected *Tomb Raider* online endeavour is The Croft Times ([www.cubeit.com/ctimes/](http://www.cubeit.com/ctimes/)), a ‘broadsheet’ dedicated to the big-chested one. Updated weekly with everything from late-breaking news and pictures, to readers’ letters and Lara-a-like competitions, the site is a testimonial to the fact that a virtual woman can garner just as much affection/obsession as any of her real-life counterparts.

The man behind the site is 33-year-old Luis Cunha. His initial reason for

setting it up was purely practical: “I wanted to design a site that I could use as a sample of my work to show to prospective customers,” he explains. “I didn’t set out to make a ‘corporate’ site, I wanted something ‘lite’. Seeing as I was such a big *Tomb Raider* fan, I thought why not? If it

**“You only have to take one look at Lara to see that she’s beautiful! If you’re a man you tend to feel ‘protective’ towards her”**

**LUIS CUNHA, CREATOR OF ‘THE CROFT TIMES’ WEBSITE**

doesn’t work I can always make a more conventional site. At the time I had no idea that it would become so popular and take so much work.”

Indeed, Luis spends 15 hours a week working on his labour of love, and manages to find time to answer around 50 e-mails a day. The site has proved so popular since its launch in June last year that The Croft Times is

## THE MANY FACES OF NELL

Nell McAndrew, 24, is the new face of Lara. But Nell herself has several faces.

Find all about the British model that succeeded Rhona Mitra, portrayed Lara at this year’s E3 and is promoting *Tomb Raider: The Movie*



**more news**  
**Year One!** The Croft Times is one year old.  
**Startup & Shutdown** Restarting your computer was never this fast.  
**more...**

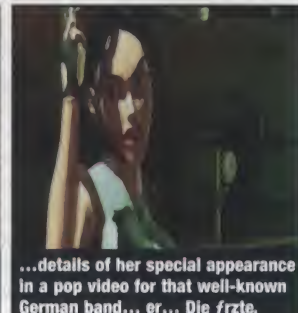
Luis’ site features all the latest Croft stories, from the Lara-a-like model publicising the forthcoming *Tomb Raider* movie and...



...a peek at the teaser posters currently splashed all over Tinseltown, to...



...the best assault course times for *Tomb Raider II* and...



...details of her special appearance in a pop video for that well-known German band... er... Die frzte.

**THE CROFT TIMES**

↑ The Croft Times  
– a labour of love for Luis Cunha.





Luis interfaces with his heroine...

now available in several languages including French, Swedish and Dutch, each boasting its own editor.

### PEACH APPEAL

So what is it about our Lara that keeps the likes of Luis and his cohorts so damned dedicated? "First of all, you have to understand the type of game *Tomb Raider* is," comes Luis' matter-of-fact response. "For instance, when you go to the movies, you usually identify with the hero, right? When you look at the *Tomb Raider* screen, it's easy to imagine that it's the setting for a movie hero, particularly since the game has all the classic elements of adventure, action and exploration. Also, you only have to take one look at Lara to see that she's beautiful! If you're a man you tend to feel 'protective' towards her; if you're a woman you tend to identify with her [and some younger female fans see her as a role model]. She looks fragile and strong, independent but in need of protection. She's athletic and adventurous, yet beautiful and elegant."

Setting the "strong but fragile" angle to one side though, isn't her appeal really down to her ever-expanding breasts and the peach-like



## SUSIE HAMILTON

*With Lara worship set to reach epidemic proportions, we decided to pin down Susie Hamilton, PR Manager of Core Design, for a quick chat in order to glean Core's official view on all forms of Lara's success – both good and bad.*

### PCZ What's your take on the fan culture that has sprung up around Ms Croft?

**SUSIE** We certainly didn't expect Lara to become so popular. We always knew the game would be good, but we had no idea of the potential of its heroine. She's surprised all of us! We're obviously extremely proud to have created a character that's perceived as an almost 'cult' figure. We receive many e-mails and letters every day from people about Lara – to the point where we're now considering setting up an official fan club. Some of the *Tomb Raider* websites are awesome, and it's obvious that their owners have painstakingly tracked down every last snippet of information they can get their hands on. And with the movie out towards the end of next year, Lara will become even more of a household name!

### PCZ What's Core's official view on the sites featuring Lara in the buff?

**SUSIE** Obviously we're not happy about the 'Nude Raider' websites. It's just a pity that there are people out there who get their kicks from cheapening her image in such a vulgar way. But Lara's not the first to get the treatment and she certainly won't be the last. It's all rather passé, I'm afraid! What makes the 'Nude Raider' thing even more pathetic is the fact that were you to actually strip Lara, all you'd get would be a wire mesh – rather disappointing!



➔ One Lara who's much more than "wire mesh". ➔

## JEEVES: THE UNTOLD STORY



### Butler shaping up for co-starring role in *TR III*

It started as a joke. Sick of dumb players wanting to see Lara in the buff (see *Play In The Nude* panel, page 47), Alex Kyriakides decided to add to their misery by claiming that it was possible to have Jeeves, the flatulent OAP butler in *Tomb Raider II*, ride the assault course on a motorbike (see images right) – and the schmucks fell for it, inundating him with e-mails. It was after this incident that Alex realised what fantastic potential

the Jeeves character had, and created a site, *Jeeves: A Butler's Tale* ([www.users.globalnet.co.uk/~alexk/jeeves/](http://www.users.globalnet.co.uk/~alexk/jeeves/)) to rally support for him in the forthcoming *Tomb Raider III*. Alex explains: "Jeeves could either be an in-game character who follows you about, holds stuff, provides assistance etc, or he could be like Q is to Bond – a handyman who stays out of the action but helps out from behind the scenes."



Support is growing for Jeeves, the bumbling butler from *Tomb Raider II*, to be transformed into Lara's bike-riding daredevil sidekick for the sequel.





← contours of her bum? "Of course, what first attracts you has nothing to do with her character," concurs Luis. "You see a beautiful female on the box, or you spot images of the game and Lara in a magazine or on the telly, and you just want to see her! But later on, the appeal of both Lara and *Tomb Raider* kick in and you're addicted."

## WHERE DO WE GO FROM HERE?

So, with Lara's current status looking distinctly rosy, what would Luis

advise her to do in the future if he were her agent? "I'd say that she has to look beyond games," he offers thoughtfully, "which she's already doing with the movie. But she has to be careful with her image. If you're not already a fan and you start seeing her everywhere, you could get tired of her. She must establish herself beyond the gaming community without coming across as another freak Japanese virtual character."


And in case you're thinking: "Who cares what he thinks?", well, Core Design seem to – they're well aware of Luis' activities, and regularly feed him info on Lara for his site and redirect

**"She must establish herself beyond the gaming community without coming across as another freak Japanese virtual character"**

LUIS CUNHA OFFERS LARA SOME ADVICE ON CAREER ADVANCEMENT

folk to his *Tomb Raider II* troubleshooting guide. Luis' only gripe is that he didn't receive a review copy of the sequel: "I'd like to have some more official support. For instance, *Tomb Raider II* was only available here in Portugal three weeks after the US release and two weeks after it came out in the UK. It was hard for me to talk about it and offer an informed opinion. I really think I deserved an advance copy."

And here at *Zone HQ* we feel inclined to agree with him. After all, without people like Luis constantly pushing Lara forward into the real world, Ms Croft may well have ended up as no more than a slip of the mouse, appreciated only by readers of computer games mags, instead of the rapidly emerging, money-spinning, movie-inducing popular culture icon that she is today.

What was I saying about chin-stroking bollocks? 

✦ **Passionate about Lara?**

Make sure you see this month's *Tomb Raider III* preview, beginning on page 58.

✦ **Think you've got an obsession which might make you a worthy candidate for these pages? Let us know. E-mail us at [letters.pczone@dennis.co.uk](mailto:letters.pczone@dennis.co.uk) with 'I'm Obsessed' in the subject head, or write to Obsessed, PC Zone, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.**

## LETCING OVER LARA

Forget Aniston and Cox, it's nude pics of Lara that are pulling hits on the Net

Dubbed 'Nude Raider', the phenomena is simple: draw pictures or render 3D images of Lara in uncompromising positions. The end results are available from the 'official' Nude Raider site ([www.nuderaider.com](http://www.nuderaider.com)) created by a 21-year-old living in Denmark, who we shall refer to here as Bob.

Bob is under no illusion as to why people want to see Ms Croft with her bits out: "People like sex and superstars. It's as simple as that. And if the superstars are having sex, it's even better!"

The fact that Lara is merely a bunch of polygons doesn't seem to dissuade people either – between 10,000 and 20,000 people drop in on the site each day to gaze at Croft's crumpet. But quite how this philosophy has been stretched to include a 3D rendering of Lara masturbating with the aid of a shotgun is anyone's guess.

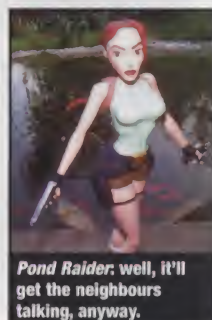
As for how explicit the proceedings are allowed to get, according to Bob: "If the picture is made with effort and skill, it will be put on the page no matter what position the creator has put Lara in – as long as you can see that the picture was made for the fun of it."

Meanwhile, Core Design are ignoring the sexual shenanigans (see Q&A panel, page 46), and Bob is adamant that his site does nothing to harm Lara's career – in fact he's convinced that it actually helps further it. "Officially they don't support what I'm doing, but I've always had links to their pages," he gushes. "I also always tell people to buy the game, and with over five million hits since I opened, I guess I've helped to sell a few copies."

Indeed, such is his modesty, that he believes they ought to hire him or "just send me a big fat cheque". We're pretty sure Core won't be in touch.



"Let me rub those chilblains for you, dear."



Pond Raider: well, it'll get the neighbours talking, anyway.



Ⓜ An image of a real naked bird superimposed swimming in the *Tomb Raider* environment. Sad.

Ⓜ Joe Public buys himself a new 3D package and illustrates why professional 3D designers are worth their weight in gold.

## PLAY IN THE NUDE!

'Peel' patch available – for saddos

The idea of Lara carrying out bionic leaps in nothing but a ponytail caused a meltdown in the *Tomb Raider* newsgroup last year. Idiot gamers plagued the regular newsgroupies with queries asking if there was a code built into the game which would make her naked for the duration of the game.

One hacked-off regular, Alex Kyriakides, (see *Jeeves: The Untold Story* panel, page 45) replied with a fictional list of moves that the player needed to perform with Lara before she would get her kit off. Being blessed with no brains, the Lara desperados wrote back asking if the info was wrong, because the complicated moves didn't work.

Meanwhile, one programmer was busily creating the appropriate patch to be slotted into the actual game code. The result? You can now play the entire *Tomb Raider* and some levels of the sequel with a naked Lara. As for the site address of said code, don't bother. (It's <http://nr.naxxan.com/download.htm> or pop into the Files page at *Nude Raider* – [www.nuderaider.com](http://www.nuderaider.com) – Ed.)



From 'The Underwater Nude Raider' collection by Sad Perv, the celebrated *Tomb Raider* asstis'/Nude Raider' patch creator.



# GO PLAY IN TWO TRAFFIC

"Handling is superb... highly addictive" "More crammed with excellent features than Melinda Messenger's bra"

Play Magazine

"A driving title that's in the Carmageddon mould, only with added slapstick"

PC Format

"Fans of Mario/Diddy style action should be in seventh heaven"

PC Home

"If you want coin-op racing in your own home you no longer have to make room for an arcade machine"

Computer Active





# HOTSHOTS

In which *PC Zone* takes an early look at three hot new games that will be coming your way soon. This month we've got brand new shots from *Dungeon Keeper II*, *Thief: The Dark Project* and *War Of The Worlds*

## DUNGEON KEEPER II

★ Bullfrog/EA • Out November '98

As reported last issue, *Dungeon Keeper II*, the sequel to one of the most original games ever, is due for release this November. Sporting a new, super-quick 3D game engine and polygonal characters, it makes the previous game look positively arcane. As well as upping the graphical ante, developers Bullfrog have worked hard on making the game interface even more intuitive, and in keeping with the game's wicked sense

of fun they've come up with some cunning traps and spells that should enhance the gameplay no end. They've

also spent a lot of time developing the characters' personalities, especially The Horned Reaper, who, if all goes to plan, should be appearing in his very

own cartoon series before too long.







# THIEF: THE DARK PROJECT

★ Looking Glass/Eidos • Out October '98

On a recent trip to the UK, the people from Looking Glass Studios brought along a playable version of *Thief: The Dark Project*, their forthcoming fantasy *Quake* clone which contravenes current doctrine by relying more upon stealth and strategy than on pummeling the fire button.

Not all the weapons and monsters were revealed, but one of the more interesting missile attacks was

the Moss Arrow, a device that you shoot at the floor to muffle your footsteps. Also, you will be able to pick up corpses and hide them, then use water arrows to wash away the blood; the same ammo also comes in handy for extinguishing torches. Of course, there will be a more lethal arsenal to play around with, hopefully including the ability to set up traps. More information soon.





# WAR OF THE WORLDS

★ Rage/GT Interactive • Out October '98

Rage's entry into the real-time strategy arena is coming along nicely, and they're not totally relying on the Jeff Wayne tie-in to arouse interest in the game either. Instead they've put all their efforts into producing a game as rich in resource management and research as it is in, well, beating the hell out of the opposition. Early impressions suggest a mix of X-COM-style weapons management and research, and

state-of-the-art real-time blasting, which should be more than enough to have any self-respecting strategy fan drooling with anticipation. Check out next month's issue of *PC Zone* (on sale Friday 4 September) for a full preview of the game.





THERE ARE THREE TYPES OF PEOPLE IN  
THIS WORLD,  
**FREAKS, TECH HEADS**  
AND **MUSCLE BOUND YOBBS.**  
**WHOSE**  
**SIDE ARE YOU ON?**



Three different armies to choose from:  
The militant Survivors, the mutated evolved and  
the mad-as-hell series 9 robots.  
New Aerial and Amphibious units.  
New constructible units - a unit smorgasbord!  
Over 40 missions in a non-linear structure.  
8 player network games, including both human  
and CPU players.  
True line of sight - what you see is what you kill.  
Waypoint unit controls.  
Rendered Mission Briefings, using the "famous"  
motion capture system.  
User editable unit statistics for multiplayer games.







# MAX PAYNE

A gritty undercover detective stalks present-day New York City. *Steve Hill* sweats nervously

## THE DETAILS

**DEVELOPER** 3D Realms/Remedy Entertainment

**PUBLISHER** Take 2

**WEBSITE** [www.maxpayne.com](http://www.maxpayne.com)

**OUT** Spring '99

## WHAT'S THE BIG DEAL?

- ★ Next-generation 'Prey' technology
- ★ Realistic, contemporary characters
- ★ Unpredictable plot twists
- ★ Realistic story and setting

**D**iscounting Mel Gibson's Mad Antipodean, Max is hardly the most heroic of names. Step forward, then, the puntastic Max Payne, a badass mutha with an Uzi for a brutha.

Unfortunately, our Maxie hasn't had a great deal of luck of late. A once highly decorated cop turned fugitive, he has been framed for the murder of his boss. And to add insult to injury, his entire family has been mercilessly

slaughtered by an unknown assassin. In the American sense of the word, Max is pissed. Incensed and hell-bent on retribution, he embarks upon a lone quest to clear his name and determine who is responsible for putting out a contract on his clan.

The action takes place in New York City, and features a cast of characters evil enough to make the Krays look like Spandau Ballet. Payne is continually forced to do battle with various murder-for-hire mobsters, drug lords, rotten cops, corrupt politicians and an array of other wrong uns as he delves deeper and deeper into the squalid underworld lurking beneath the glitzy Manhattan skyline. Okay, it's another third-person 3D action game, but the developers are hoping that the realistic locations will strike a chord with fans of gangster films as well as gamers who have had their fill of fantasy scenarios.

Sam Lake, the story writer and

game designer, enthuses: "The setting of *Max Payne* is unlike anything you've seen in a 3D action game so far – that is to say, the real world. We are very proud of that. No sci-fi space stations, no mediaeval demon castles. Present-day New York City.

"We're talking about action movie realism here, the dark underbelly of

**“Our texture artists have been busy bringing our gloomy version of New York City alive with crumbling brick walls, rusty pipes, neon signs and graffiti”**

New York City everyone knows from countless crime, film noir, pulp and Mafia movies; the city gone bad. And yes, we've done our homework, watched all the right movies. Our texture artists have been busy bringing our gloomy version of NYC

alive with crumbling brick walls, rusty pipes, neon signs and graffiti.

"We are actually using photos as the basis of many textures to give them a 'real-life' photo-realistic look. We've been running around like crazy, snapping pictures of every rusty pipe and every crappy wall we've ever laid our eyes on."

Two camera modes will show the grim setting: one trailing Max's flapping leather jacket through trash-littered alleys, and a cinematic camera providing pre-set views to dramatic scenes. Over a dozen real-life guns are featured, and the action is surrounded by more than 80 hand-painted comic screens to enhance the gritty atmosphere and introduce the game's murderous cast of characters.

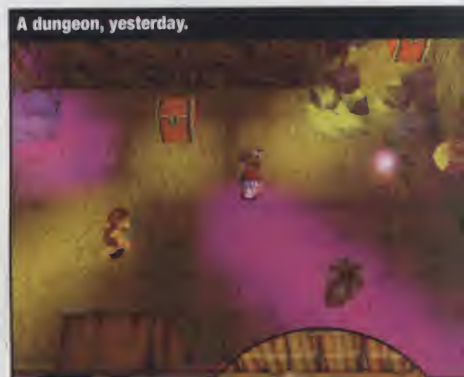
As Sam Lake says: "There are characters that will betray and try to hurt Max Payne. Be careful whom you trust in this game – there are lots of backstabbing bastards around. You have been warned." [X]



It's all a little bit *Final Fantasy VII*, isn't it?



Oooh. Pretty... What is it?



A dungeon, yesterday.



As in any RPG, shops play a vital role in *Monkey Hero*.

The top-down view in *Monkey Hero* is reminiscent of *Zelda*, n'est pas?







That's Max Payne. He appears to be lost.



Those boxes would appear ready made for toppling over.



Nice suit. Not so sure about the Tom Baker scarf though.



As we mentioned, a badass mutha with an Uzi for a brutha.



Down in the tube station at midnight.

# MONKEY HERO

FIRST  
ENCOUNTER

When it comes to talking about simian antics, *Charlie Brooker* is obviously the man for the job

## THE DETAILS

**DEVELOPER** Blam!  
**PUBLISHER** Take 2 Interactive  
**WEBSITE** [www.blam.com](http://www.blam.com)  
**OUT** Winter '98

## WHAT'S IN IT FOR YOU?

- ★ Arcade-style Japanese RPG fun
- ★ Massive playing area
- ★ May provoke memories of *Monkey*, the cheesy but ace '70s TV show

**Y**ou've got to admire monkeys. They've got a hell of a sense of humour. Ever hung around the simian enclosure in a zoo and seen what they get up to? They loaf around all day doing absolutely sod all – until a group of young kids turn up, preferably in the company of a schoolteacher. That's the cue for the monkeys to start fiddling with themselves. It's not a pretty sight.

Those kids are changed for life. Only a monkey could transform an innocent childhood day out into an eye-popping spectacle of untamed bestial porn.

So, monkeys are famous for playing with themselves. But now it's your turn to play with the monkeys. Or rather, a monkey. Not just any old chimp, either – we're talking royalty here. *Monkey Hero* from Take 2 Interactive is set to let PC gameheads the length and breadth of the land take control of a Monkey Prince and guide him gently by the furry hand through a surreal and convoluted adventure. Thankfully, frenzied masturbation doesn't get a look in.

The game is based on a popular Chinese fairy tale, and if the lead character looks vaguely familiar it's because the same story also provided the background for seminal '70s kiddie TV show *Monkey*, a programme responsible for inspiring more hazardous playground kung-fu antics than the Teenage Mutant Ninja

Turtles could have dreamed of.

As befits its oriental origins, *Monkey Hero* features thoroughly Japanese gameplay, with a heavy action quotient accompanying the more bearded 'adventuring' elements: a formula familiar to anyone currently savouring Squaresoft's *Final Fantasy VII* (PCZ #66, 93%). Don't expect *FFVII*-style turn-based combat, however; *Monkey Hero* has more in common with the landmark Super Nintendo game *Legend Of Zelda*, in that it's designed to be played more or less as an arcade game throughout, with old-skool computer game fighting being the order of the day. Tellingly, it's due for release on the PlayStation as well as the PC.

The story consists of some

woefully inexplicable mish-mash about our simian hero venturing from the Dreamworld into the Waking World (that's where we live, folks), in search of the missing chapters of a magic storybook. Aside from being pretty, the playing environment is huge, consisting of over 2500 screenfuls of real-time 3D locations, jam-packed with enemies as hostile as they are surreal.

And there's more: magic spells to learn and use, puzzles to solve, hidden secrets to uncover... If all goes according to plan, *Monkey Hero* should be a great big fat laugh. No, really. You'll go ape over it. Ha ha.

We're not monkeying around. Snigger. It's a primate contender for the number one slot. Ho ho. (Someone take this man outside and break his writing hand with a rock – Ed.) [E]







We're witnessing the dawn of something big; or rather one of the hideous creatures lurking in Area 51.



The graphics have a distinctly organic feel, with 'breathing' walls.



Each alien has its own special abilities.

# SYMBIANT DAWN

Alien-insectoid antics in the shape of spiders, scorpions and, even scarier, Keith Pullin

## THE DETAILS

**DEVELOPER** Criterion Studios  
**PUBLISHER** TBA  
**WEBSITE** [www.csl.com/studios](http://www.csl.com/studios)  
**OUT** January '99

## WHAT'S IN IT FOR YOU?

- ★ Unique storyline
- ★ Living, breathing alien worlds
- ★ Top morphing action
- ★ Outrageously good-looking 3D engine

"I... can't...  
hold... on...  
much... longer..."



Come the beginning of next year, *Symbiant Dawn* will be striking a blow on behalf of all oppressed aliens residing on planet Earth. We've all heard the conspiracy theories about US scientists prodding, probing and generally performing all manner of weird experiments on these poor creatures while imprisoned in Area 51 – all of which is absolute crap, of course. But just say the little fellas decided that enough was enough, and made a break for it?

Make quite a good game scenario, wouldn't it? Well, what d'ya know...

Although still far from completion, *Symbiant Dawn* from Criterion Studios promises to be a highly intriguing experience. The plot is rather unique: instead of assuming the role of the big, bad, nasty human out to gun down some alien hide, the roles have been cleverly reversed – it's you who plays the part of the

escaping alien. The trouble is it's not only humans who are out to get you, other captured species want to get in on the action too.

The huge base has been split into numerous third-person perspective sections, including special areas designed to simulate the aliens' home worlds. Our saucer-eyed friend must navigate these zones and also locate

**"Instead of assuming the nasty human, it's you who plays the part of the escaping alien"**

parts of his spaceship while he's at it. Why his ship has been disassembled and randomly distributed around the base is a bit of a mystery, although it must be stressed that the plot has yet to be finalised. Unfortunately the inhabitants of these simulated worlds have been subjected to similar kinds of horrendous experimentation and aren't in the mood for receiving visitors; in fact the only thing they're

interested in is ripping flesh of any planetary persuasion into tiny pieces. Luckily our nifty little xeno-bloke has a pretty cool trick up his sleeve: whenever he defeats another alien he can morph into it. This means alien-insectoid antics in the guise of spiders, scorpions and other multi-legged swinging, jumping, sliding and crawling type creatures.

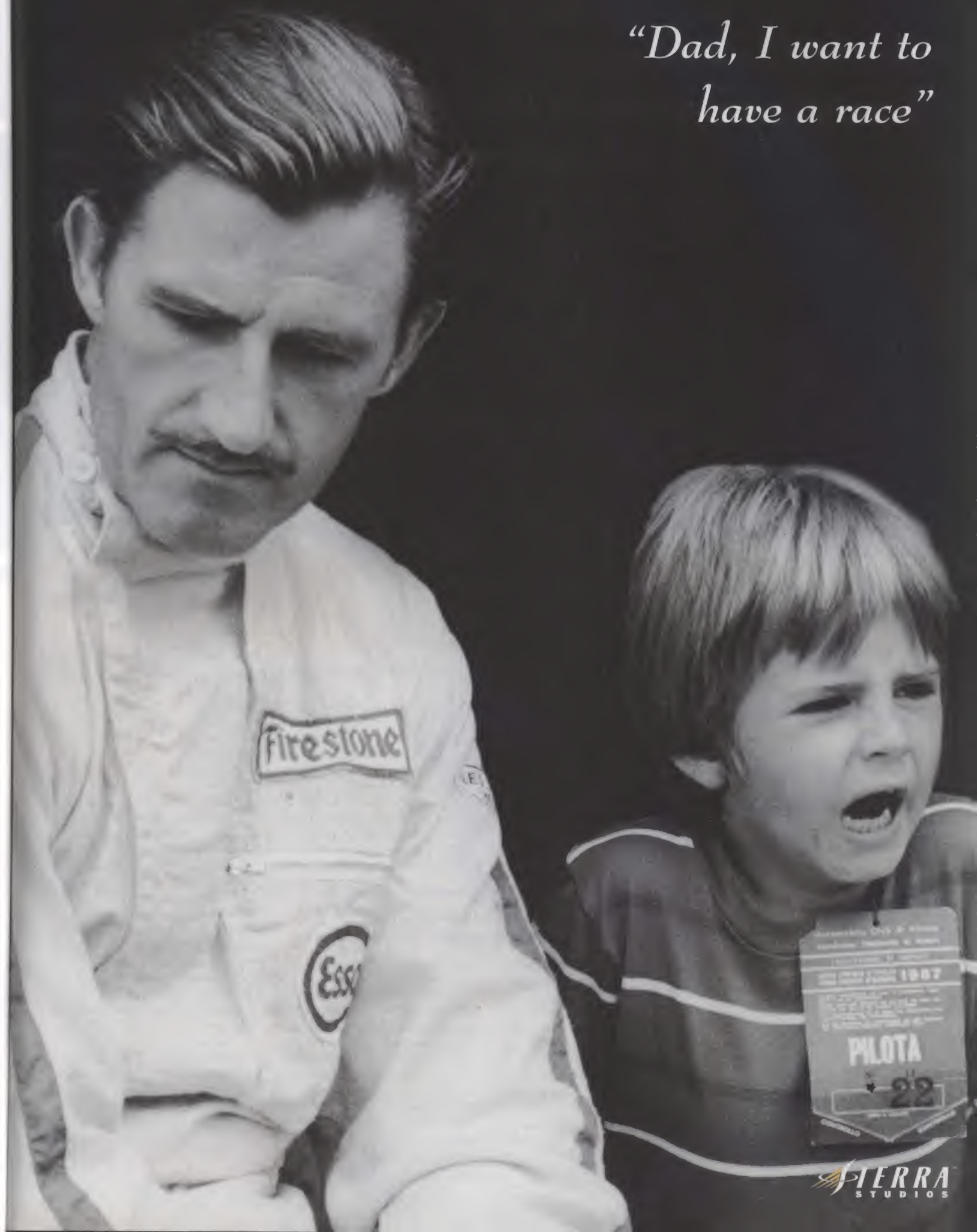
The graphics possess a distinctly organic feel to them, with 'breathing' walls, exotic flora and fauna, and a fair old dose of lava-related thrills and spills. The overall feel of the game is that of a shoot 'em up, but with lots of adventuring, and apparently Criterion Studios are working on a variety of endings. The minimum spec should be around the P166 mark, with 3D acceleration a certainty.

All in all it looks as though *Symbiant Dawn* could be a rather interesting experience. **EW**

**FIRST  
ENCOUNTER**



*"Dad, I want to  
have a race"*







In his later career, Muhammad Ali joined Adam And The Ants.



If you're going to wear shorts that tight, at least stuff some socks down your pants.



To the consternation of opponents, Jerome would often amuse the crowd by fighting with a ventriloquist's dummy on one arm.



Have fun recreating the infamous 'Buster-Bloodvessel-dressed-as-Superman' ring invasion at Caesar's Palace.



Buster Bloodvessel was in dire straits. Even his much-heralded Beckham Attack had failed.

# KNOCKOUT KINGS

No one in the office likes dressing up in silk underwear as much as *Patrick McCarthy*

## THE DETAILS

**DEVELOPER** EA Sports  
**PUBLISHER** Electronic Arts  
**WEBSITE** [www.ea.com](http://www.ea.com)  
**OUT** Autumn '98

## WHAT'S IN IT FOR YOU?

- ★ 38 real-life boxers
- ★ Fight as or against many of the best-ever boxers
- ★ Boxers look like who they're supposed to be
- ★ It's fun to hit people and not get hurt

**E**ver wondered how Joe Louis would have fared if he had fought Lennox Lewis? Or how Sugar Ray Leonard would have got on in a scrap with Jake La Motta? No? Alright, how about if I ask if you've ever just felt like strapping five pounds of plaster of Paris and leather to your fists, climbing into a ring with someone and pounding the shit out of them – but been too scared to, because it hurts when they hit back? Good. Because EA, purveyors of quality sports games for the masses, are about to give you the chance to pretend instead.

*Knockout Kings* is the first time EA have attempted to move into the sweat-soaked, muscly-bodied, vaseline-faced world of professional boxing. As with all their other games, you can expect enormous attention to detail, motion-captured sports people going about their business, fancy commentary teams and – most importantly – big-name stars. They've signed exclusive rights for

**“Jake La Motta will simply eat hamburgers and do second-rate Robert De Niro impressions before going home to beat his wife”**

Muhammad Ali, Evander Holyfield, Sugar Ray Leonard and Oscar De La Hoya, with Leonard, De La Hoya and Shane Mosley donning the ping-pong balls to get all their fancy moves down for you to duplicate. (They were going to use Ali, too, but since everyone would have thought they'd done it on the cheap and used Katherine Hepburn, they decided not to.) For example, Leonard's famous piss-taking bolo punch is there, as are the scary De La Hoya super-fast jabs.

You'll be able to compete in the light, middle or heavyweight ranks, either as one of the all-time greats or against them, creating your own boxer from scratch. (Just think of the fun you'll have making up your nickname.) There are 38 famous sluggers in all, featuring most of the big names of the 20th century – including Sonny Liston, Marvin Hagler, Floyd Patterson, Roberto

Duran, Larry Holmes, Rocky Marciano and Jack Dempsey.

Each boxer's weight, height, speed, strength, reach and stamina is rated accurately. The boxers do a pretty good job of looking like the people they're supposed to represent, and their fighting style is replicated in the AI. Rocky Marciano, for example, will just keep coming at you regardless of what you hit him with (we suggest a .356 Magnum), whereas Jake La Motta will simply eat hamburgers and

do second-rate Robert De Niro impressions before going home to beat his wife.

The attention to detail includes licensed Madison Square Garden padding on the ring posts, and a full commentary team (Americans only, unfortunately – no Harry Carpenter) to describe the action. They've even motion-captured a referee who'll weave about in a poncy shirt, waving his arms and getting in the way. With a bit of luck you'll be able to 'accidentally' deck the little sod. Sadly, they've decided against a 'Notable East End Villain in the ringside seats for each fight' option.

You can't beat a good boxing game, and this one looks like it's going to be a cracker if you're even remotely interested in the sport. It'll be available in the autumn, but we'll have a full review rather sooner than that. If EA are still talking to us after the Muhammad Ali joke, that is. **PC**

**FIRST ENCOUNTER**



*"Not 'til September '98  
Damon..."*

*...you can race me then"*

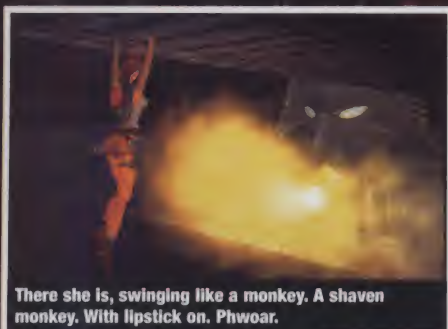
**Grand Prix**  
*Legends*

*For the PC: Re-creating History*

<http://www.sierra-online.co.uk>

**SIERRA**  
STUDIOS





There she is, swinging like a monkey. A shaven monkey. With lipstick on. Phwoar.



See! The new lighting effects in *Tomb Raider III* are subtle, yet shockingly effective.



Look at that. Coming out of the water with guns blazing, and not a hair out of place. That's our Lara.

# Lara's back and looking better than ever!

# TOMB RAIDER

## THE DETAILS

**DEVELOPER** Core Design  
**PUBLISHER** Eidos Interactive  
**OUT** November '98  
**WEBSITE** [www.eidosinteractive.com](http://www.eidosinteractive.com)

## WHAT'S THE BIG DEAL?

- More of the same, but better
- A new development team trying to prove themselves
- More vehicles, weapons, and intricate architecture

## POTENTIAL PITFALLS

- If you didn't like the other *Tomb Raider* games, you may not like this
- Can Lara wow millions of gamers third time around? We shall see

**New Lara, New Danger? Or just Same Old, Same Old? We sent *PC Zone's* very own Lara lookalike, Mister *Charlie Brooker*, all the way to Derby in search of the truth**

**G**od only knows what happened to the old *Tomb Raider* team, but one thing's for sure: they're not working on *Tomb Raider III*. Instead, a room full of unfamiliar codesmiths greets *PC Zone* as we arrive at Core Design's Derby HQ.

Bewildered, we turn to a kindly faced man nearest the door, nouveau level designer Richard Morton. What's going on here, Richard? Is everybody on the team a 'new boy'?

"Yes. Well, a couple of us designed some of the levels for *Tomb Raider II* to get us into it and up to speed, but everybody else is brand new."

Isn't that a bit... scary? After all, the *Tomb Raider* series is a globally recognised brand.

"Definitely. I think it's challenging to try and do something new with Lara. It's like proving yourself. If we can do a better *Tomb Raider* game than the last two, and we're a new team, and we've done it in a year..."

Quite a venture, then?

"Yeah. Ninety percent of the code's been rewritten and the editor's been overhauled. We've gone in there and tried to speed everything up, put it in hi-res. The PC version will have a 16-bit colour screen instead of a 256, so it'll have all the transparency effects – even without a 3D card."

Fascinating, but we weren't really listening; we'd just realised that Richard's voice sounds exactly like someone we went to college with. But since that's irrelevant we won't dwell on it. Much.

## A FEAST OF ENTERTAINMENT

The *Tomb Raider* games have always represented great value for money. They're so big, and take so long to play through, it's a fair bet that many punters never get anywhere near the end. So is *Tomb Raider III* going to be as sprawling and massive as the other games? Richard chuckles. "It'll be bigger. Actually, the sheer size is getting to be a worry, because we're





“The game’s going to be far less linear. Not only can the levels be tackled in any order, but many stages will also have alternative routes through to the end”

RICHARD MORTON, LEAD LEVEL DESIGNER

# RAIDER III





← running out of time and space and memory to do things.”

At this point, it dawned on us that Richard’s

mannerisms are very

similar to this college friend of ours. Perhaps the two are related.

Anyway, the game. Let’s nip back to May this year for a moment – back to the E3 trade show in Atlanta. When Core showed an early version of *Tomb Raider III* to the assembled hordes, the reaction surprised them. Because there wasn’t a reaction. The overall consensus seemed to be: there’s another *Tomb Raider* game – so what? Instead, most eyes were on Nell McAndrew (gracing this issue’s cover), the new ‘real-life’ Lara who was marching around the Eidos stand posing for publicity shots in a tight top and tiny shorts. Sexually starved losers stood around gawping at her every curve. That’s the pathetic reality of male-dominated trade shows: days of noise, lights, and women paraded like cattle; nights of laddism, weak beer, and masturbation back in the hotel room (*Speak for yourself – Ed*). Roll on World War III.

Still, with every developer in the world participating in the willy-waving contest, Core can be forgiven for wanting to show off their latest baby. Privately, they now concede that the game was shown too early, that it would have been more prudent to play their cards closer to their ample chest and reveal nothing – except Nell – at that moment in time.

So why the muted public response? Well, as *PC Zone* sees it, there are three major factors, which we will now discuss in a curt and efficient manner. Behind a desk. With a suit on. →



## CORE DESIGN

They don’t just do *Tomb Raider* ya know! Core Design have been going for years and have got the games to prove it

1990 Released *Corporation*, an excellent strategy game years ahead of its time

1992 Released their first adventure, *Curse Of Enchantia*

1993 *Thunderhawk 2* arrives on PC

1996 The world meets Lara for the first time with the release of *Tomb Raider*

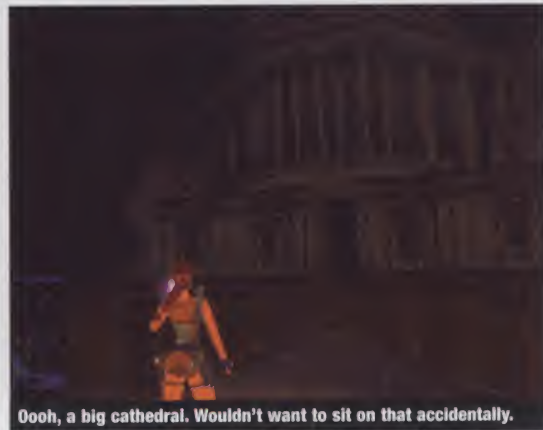
1997 Following the overwhelming success of *Tomb Raider*, *TRII* is released to a games-buying public who are by now completely obsessed with Lara

1998 Core release *Fighting Force*, a Double Dragon-style game in 3D

## AROUND THE WORLD IN EIGHTY DAYS – WITH LARA CROFT



Lara contemplates clambering all over a great big hairy root.



Oooh, a big cathedral. Wouldn’t want to sit on that accidentally.

### STAGE ONE – INDIA

Air fare from Heathrow to Delhi – £448

Every year, thousands of over-privileged middle-class graduates descend upon India to stride about with backpacks on, wringing their hands over the grinding poverty while consuming a haybale of marijuana a week. Having enjoyed a cheap holiday in other people’s misery, they return home to gush on about how wonderful it was dancing around on the beach in Goa, about their bad case of ‘Delhi belly’, and about the beggars who cripple their children with rocks in order to garner sympathy from the lucrative tourist trade. They tell you all this in the apparent belief that it is inherently fascinating. It isn’t. But they never shut up about it, because they’re arseholes. Remember: Crispin ‘Please Hate Me’ Mills formed the loathsome Kula Shaker after a visit to India. Nuff said.

Anyway, we’ll forgive Lara for visiting India because: a) she isn’t on holiday, and b) she isn’t real.

### LEVEL HIGHLIGHTS

Having parachuted in, Lara gets to explore a jungle during a thunderstorm – with rain and misting effects adding to the atmosphere considerably. She also sneaks around a temple, before the stage reaches a climax with an exciting (it says here) chase on quad-bikes.

### ENEMIES

As you’d expect, since the game opens in a jungle setting, there are plenty of opportunities for Lara to upset the RSPCA. Consequently, the majority of the opponents in this stage are animals: Bengal

tigers, macaque monkeys, piranha fish, vultures and gigantic cobras all get it in the neck. Coming soon: a stage in which Lara nails a puppy to the floor and slashes its legs off with an electric carving knife. (That last bit was a lie.)

### STAGE TWO – LONDON

Air fare from Birmingham to Heathrow – £78

When Ralph McTell sang “Let me take you by the hand and lead you through

“Lara gets to go *inside* Area 51, where we’re promised she will witness ‘a number of interesting things’. Little green men, perhaps?”

the streets of London, I’ll show you something you’ve never seen before,” he wasn’t planning to drag us all down an alleyway and perform a lewd act with a bowl of chicken livers. Rather, he was attempting to illustrate the sheer variety inherent within our capital city. And variety there certainly is, as Lara is bound to discover during her brief stay, which encompasses everything from the heights of St Paul’s Cathedral to the lows of the city’s sewer system.

Yes, that’s right, Lara will be wading through a river of urine and excrement. “Ah, but she never gets dirty, though – it won’t *stick* to her,” says Richard, cheerfully. Maybe they’re saving that for *Tomb Raider IV*?

### LEVEL HIGHLIGHTS

The level opens with Lara hopping across the rooftops of old Lahndan Tahn like a thing possessed. We are promised “locations overlooking the Thames and London Bridge” (though we reckon they probably mean *Tower Bridge*, which is the interesting one; London Bridge is a dull slab of concrete, built to replace the one some dumb-ass Yank bought, thinking it was the more interesting Tower Bridge he’d shelled out for). Anyway, she then breaks into a cathedral and makes her way underground,

exploring abandoned tube stations and bomb shelters, secret Masonic lodges and the stomach-churning sewers. Then it’s up into a modern city skyscraper to do battle with all manner of genetically engineered nasties.

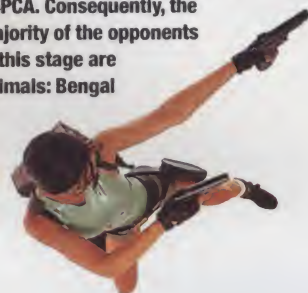
### ENEMIES

Sadly, it seems Lara won’t get to machine-gun Dick Van Dyke in the face, which is an immense pity. Still, she *does* get to kill lots of rats, security guards, undead zombies, heavily armed mercenaries, and an alligator. No sign of any Pearly Queens though. Or characters from *EastEnders*. Maybe they’re saving that for *Tomb Raider V*?

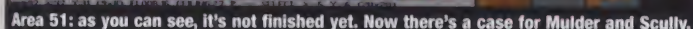
### STAGE THREE – NEVADA

Air fare from Heathrow to Las Vegas – £336

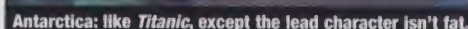
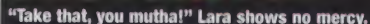
Nevada. The desert. And Area 51. Only a backward child would be stupid enough to believe there really are aliens and UFOs at Area 51, yet the surrounding locale is continually teeming with mindless buffoons armed with binoculars and no common sense, determined to convince themselves that *The X-Files* is a documentary







**A stained glass window with bullet holes in it. That's Moss Side teenagers for you.**

[illegible]





Lighting effects, smoke, proper shading... Eee, it's art, I tell you.

## ← FACTOR NUMBER ONE

### Tomb Raider I was ahead of its time

After all the clones and lookalikes, it's hard to recall just how *revolutionary* the original *Tomb Raider* was. And it appeared a few months after the much vaunted *Mario 64*; a few months earlier and it would have seemed even more incredible. Forget the style mag hoo-hah about Lara, *Tomb Raider* was a success first and foremost because it was a good, solid play. If it appeared out of the blue today it would *still* be remarkable. But it hasn't. It's been around for a couple of years. We're blasé. We're familiar with the style. Nobody looks at it and goes "Wow!" any more. Shame.

## FACTOR NUMBER TWO

### If it ain't broke, don't fix it

Core may disagree, but the major differences between *Tomb II* and *III* are technicalities – tweaks to the gameplay, upgrades to the engine. There's no major stylistic change, no shocking new departure from the *Tomb Raider* norm. Why? Because it *works*, and they'd be idiots to scrap the formula they've got. Sure, a few improvements are welcome, such as the wealth of new vehicles and movements, but any major changes to the gameplay would be as jarring as a light-hearted musical number in the middle of a Bond movie.

## FACTOR NUMBER THREE

### It's got to run on a PlayStation

Fact of life: Core wouldn't turn a profit on a PC version alone. The game is being developed for the PC and PSX simultaneously. The

PC version looks much better, but the PlayStation release will make all the money. Therefore every level, every animation, every ounce of gameplay *must* be developed with the PlayStation's comparatively meagre resources in mind. Upset? Don't be. As Run DMC might say: It's like that – that's just the way it is.

### SO WHAT IS NEW?

At first glance, then, you could be forgiven for mistaking *Tomb Raider III* for one of its prequels. So what is new, Richard?

"Well, the editing system for one. It's the same, but we've added lots of bells and whistles to the previous version. We've added triangles; before, you could only have squares. We've added the ability to manipulate individual points so you can create far more rounded backgrounds. You can have domes and things like that in there."

It may sound like a minor change, but it alters the architecture dramatically. Compared to the third instalment, the first two games look like they were built out of Lego. And there are other visual tweaks too.

"We can have coloured lights now, which adds a bit more realism. Just something simple, like an orange tinge, can add a lot of atmosphere. And we've got proper explosions, proper smoke. The water's actually transparent now, too."

Again, on paper these changes sound about as arresting as a 12,000-word thesis on the socio-economic

structure of Holland. In practice, however, they're welcome additions.

By now Richard is demonstrating a level on-screen. "This is the South Pacific," he says, guiding Lara through a gathering of small, straw-roofed huts, stopping before an almighty, ornate wooden gate. "It's like *King Kong*, except there's something else behind the door – it's a dinosaur-infested island. The dinosaurs in *Tomb I* and *II* were popular, so we wanted to base a whole level around them."

And these dinos are cleverer than before: "The enemy AI has been totally overhauled. They'll sneak around you. The T-Rex, for instance, is going to behave more like the one in *Jurassic Park* – if you stand still, he can't see you; light a flare and throw it and he'll chase after that."

### BODY CONSCIOUS

As ever, Lara Croft is supple. Very supple. She could tie her thighs into a pretzel shape while balancing on her chin if she wanted. So what can she do this time round?

"There's quite a few new moves. She can jump up and grab hold of things in a way she couldn't before. In *Tomb II* the obvious progression was to make her climb walls. In this one she can jump straight up and grab onto some ceilings, and monkey-swing along."

Anything else?

"Yeah. We've also given her a dash, so if you're running down a long corridor away from something, you've got a stamina bar, and a limited amount of extra *spurt*, so to speak. And we're thinking about turning the dive into a special move."

Great.

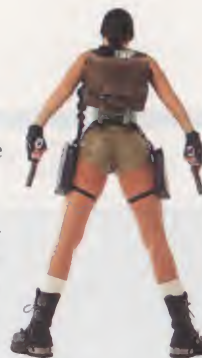
But we've drifted off again. We were wondering what became of that college chum of ours. The last we heard he was getting married to some girl from Washington DC.

Anyway. When *Tomb Raider II* came out, Lara had a more rounded chest and a swinging ponytail. Has she had a refit for *Tomb Raider III*?

Richard pauses. "Well... she's got... ears now. That's a bit of extra detail."

Eh? Hasn't she *always* had ears?

"No, they were just texture maps before. These are proper ones. Although you can't really... see them." But you know they're there. "Yeah. We know they're there."



## INDIANA JONES AND THE POLYGONAL TEMPTRESS

This Christmas, Lara won't just be under assault from endangered species and grinning henchmen; she's up against a movie legend too. LucasArts are set to release *Indiana Jones And The Infernal Machine*... which looks more than a tad 'similar' to the *Tomb Raider* games. So what do the Core boys make of it?

"We've seen some screenshots, and thought the character looked nice, but the backgrounds looked like *Tomb Raider I*. LucasArts usually take two or three times to get it right, so if this is their *first* game we might be alright."

Two or three times to get it right? We beg to differ. Still, at least Core actually seem rather flattered rather

**"We've got an entire level based around white water rides with kayaks and stuff. We watched the film *Deliverance* as part of our research"**

RICHARD MORTON,  
LEAD LEVEL DESIGNER ON *TOMB RAIDER III*

than annoyed by the similarities. And besides, it's only *fair*, really.

"Yeah, it's ironic in a way, because we took inspiration from the *Indiana Jones* films to make the game in the first place, and now they're taking inspiration from our game to make a game of the same film that kicked it all off."

It's all one big digital circle-jerk, in other words. But if they squared face to face for a fight, who would win? Lara or Indy?

Richard doesn't miss a beat. "Lara. Indy would try to whip her, and she'd just shoot him, like he did to that swordsman in *Raiders Of The Lost Ark*."

Good point. Lara always was the more trigger-happy of the two. Just ask all those animals she shot. In cold blood. Indy would *never* do that. Well, not unless they were *German* animals.



Lara's looking even better this time round.



Lara Croft, quite literally about to raid a tomb yesterday.



What a girl. Good job she shaved those armpits though.

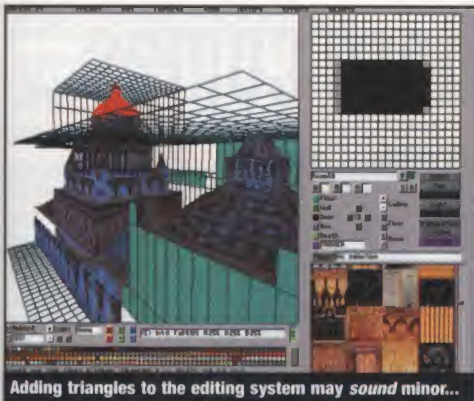


Uhh. That's it. Squat, sugar. Squat. Squat on my screen!

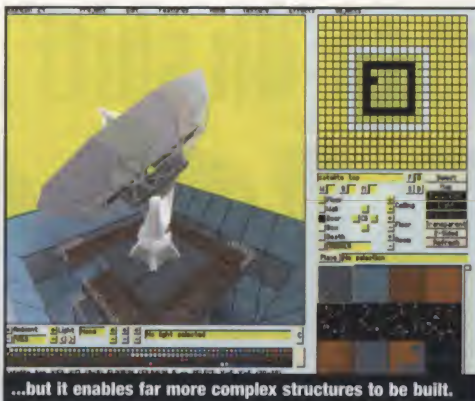


Up on the scaffold like a builder, but without a hairy arse crack.





Adding triangles to the editing system may sound minor...



...but it enables far more complex structures to be built.



A white water ride is under construction as we speak.

**BLAM! BLAM! BLAM!**

Speaking of animals, what can we look forward to slaughtering this time around? Any more endangered species to butcher?

"We've got Alsatians, but they're not endangered," offers Richard. "And Huskies..."

They might be endangered.

"Maybe. We have got whales - killer whales."

Whales! They don't come much more endangered than that.

"Yeah. Although I suppose you could argue that the T-Rex is endangered too, since they're actually extinct. We've got a lot more dinosaur species, but overall we've gone for the more 'mutant'-type characters rather than just animals."

She might even get to shoot Jeeves, her infamous butler too?

"We've had a lot of mail from people saying they want more of him. He's become a bit of a star to some."

So, to become a cult icon these days, all you have to do is walk around a bit?

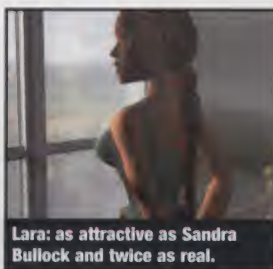
"Walk around and fart, yes. Actually, for the training level on this one we're thinking of using him for target practice - give him a bullet-proof vest, a hood, and a target on his chest. He runs around and you have to get as many shots in as you can."

**PLANES TRAINS AND AUTOMOBILES**

One major innovation in *Tomb II* was the use of vehicles, which were fun but few and far between. *Tomb III* will have a new vehicle on every level: parachutes, underwater propulsion units, jeeps, and... what else?



Really. Can't we just discuss this like adults?



Lara: as attractive as Sandra Bullock and twice as real.



"We've got quad-bikes in the India stages, but they're not working too well at the moment. And we've got an entire level that's based around white water rides. There's kayaks and stuff."

Just like the film *Deliverance*?

"Yeah. Actually we watched that as part of our research."

Really? So will there be a bit where Lara gets sodomised by hillbillies?

Richard laughs. Susie, Core's PR supremo, who stands nearby throughout our visit, laughs too - but a little more hesitantly. Some may even call it a nervous twitter. Bless.

**GRIPPING STUFF**

One major criticism of the first game of the series was the limited number of 'save points'. This changed for the sequel, which enabled you to save at any time. And for the third game, Richard?

"We're going to change it again. What we're thinking about doing is having like a mix between *Tomb I* and *II*. When you find a savegame crystal it'll give you a choice between saving the game then and there or storing the crystal for later. It puts the tension



Ⓢ Neil McAndrew, the new 'real-life' Lara, has sent pulses racing and blood pressure soaring here at Zone Towers.

## Q&A

# RICHARD MORTON

Lead Level Designer, Tomb Raider III



**PCZ** What was the last game you paid money for?

**RICHARD** Unreal. Marvellous effects. Very Quakey.

**PCZ** What's your favourite game of all time?

**RICHARD** R-Type.

**PCZ** Which other games have you worked on?

**RICHARD** Tomb Raider II, Asterix And The Great Crusade (Megadrive).

**PCZ** Have you ever been in a fight? If so, when?

**RICHARD** Yeah. At school. Somebody was trying to pinch my girlfriend, so I went to punch him but accidentally hit a lamppost instead and dislocated all the fingers in my right hand.

back into it, which we thought was lacking from *Tomb II*."

And here's another tweak: it's going to be far less linear. Not only can the levels be tackled in any order, but many stages will also have alternative routes through to the end. To illustrate the point, Richard calls up the South Pacific level and points out the two separate paths the player can choose to take. One's easy, one's hard. And you don't get clues as to which is which.

There are also changes to the combat system: not all the guns will automatically lock on to the targets. "We've got a rocket launcher that now

acts and looks like a proper one. The explosions have proper radius too. And it's not an auto-targeting weapon; you have to aim it manually."

**ALWAYS END ON A HIGH NOTE**

Yeah, yeah. So you probably nodded off back there when we were going on about savegames and targeted weapons. More fool you. The changes to *Tomb Raider III* may seem minute, but they add up. The game looks better, and it should play better too. What more do you want? Blood? And face facts: you'll be buying it anyway come Christmas. Now shut up and look at the pictures. ☺☺

"As ever, Lara is supple. Very supple indeed. She could tie her thighs into a pretzel shape while balancing on her head if she wanted to"





Set your phasers to 'Oh shit!', here comes...

# KLINGON: HONOUR GUARD

Some people have said that *Steve Hill* looks a bit like a Klingon. As a result, he hates *Star Trek*; but he can't get enough of MicroProse's new first-person shooter



CV

## JAY LUSS

How Jay has paid his dues

**1994** Progressed from tester/analyst to Producer at a small company in New York City called Hi-tech Entertainment, and worked on several games for kids.

**1994** Moved on to Acclaim Entertainment, also in New York, and worked on numerous games, including *Mortal Kombat II* and *Striker '96*.

**1997** Moved down to Maryland to work at MicroProse, and has been working on *Klingon* ever since.



That'll be some Klingons, then, foreheads courtesy of Ginsters. Different characters will have different AI traits.



**THE DETAILS**

**DEVELOPER** MicroProse  
**PUBLISHER** MicroProse  
**WEBSITE** www.microprose.com  
**OUT** September '98

**WHAT'S THE BIG DEAL?**

- ★ *Star Trek: The Next Generation* licence
- ★ Immersive storyline
- ★ Authentic voice actors
- ★ Uses the *Unreal* engine

**E**ditor Wells had a look at this in the States a few months ago, and returned home suitably impressed, surmising that it will be more than a match for the numerous other *Quake*-killers (as well as showing off his obligatory new trainers). A playable version has since turned up at *Zone* towers, and his prediction would appear to have been borne out, with the game already using up copious valuable man hours – and not just by those whose idea of fun is to attach a Cornish pasty to their foreheads and attempt to dislodge some particularly recalcitrant phlegm.

Here's the deal then – for non-*Star Trek* fans first. You are some bloke with an array of dangerous weapons at your disposal. By magic, you arrive at a series of extravagant and bewildering locations. There's little time for sightseeing though, as it transpires that everyone wants to kill you. These foes come in many shapes and sizes, encompassing crabs, dogs, scary monsters, flying robots and, of course, the aforementioned pasty-wearers (chin gloves and Chelsea

there's claret all over the damn place, and the whole thing is a right old laugh. Smart.

**T FOR TEDIUM**

Now clear your throats for the Trekkie version (Trekkie, Trekker, dullard, virgin, whatever – get a bath). While training – supervised by Kurn, son of Mogh, brother of Worf – for induction into the Klingon Honour Guard, an assassination attempt is made on the Klingon High Council and its leader,

who becomes your mission advisor.

Upon your arrival, a full-scale riot is in progress, seemingly instigated by the warden, who is heavily guarded. Take him out and you can examine the communication logs, confirming your suspicions and also revealing an incoming message from the Kor-Van, an Andorian freighter traced to a small-time smuggling operation on the planet Qualor II, and headed by an Andorian called Thress... And so on and so forth.

You get the picture: some easy tasks to get you used to the interface, and then the learning curve increases with some full-on missions, all the while maintaining the illusion of a fully immersive story, with dramatic cut-scenes preceding each task.

**K IS FOR KLINGON**

By basing the game around the Klingons, the developers aren't restricted by the constraints of the human characters, only too aware that slaughtering Captain Picard, for instance, would probably cause a great deal of upset among nervous, shambling loners who keep their

**“Klingon is shaping up to be a very good 3D shooter, pushing the *Unreal* engine to its creative limits”**

boots optional). Your new-found enemies display varying degrees of intelligence and hostility, and if you're not careful you're going to get yourself killed, or at least have an eye out. Don't worry though, as you magically come back to life at the beginning of each location and do it all over again, using the experience of your previous lives to good effect, employing guile, cunning and superior firepower. Things blow up,

Gowron. Korek, the leader of the Honour Guard, orders you to active duty in order to pursue the assassins to their safe house in the Klingon capital city. Once you have dealt with them, you learn from Korek that they had all recently escaped from the Klingon prison on the Rure Penthe asteroid – a highly unlikely feat. Insider help is suspected and you are dispatched to the ice world to investigate, along with Captain Kurn,



The software version of the game will also sport similar fancy effects.



The people were unusually friendly at Lakeside that day.



The *Unreal* engine is more suited to external environments.



How does it feel to be on top of the world?



A couple of Trekkies, going to a convention – yesterday.



video collections in numerical order. They're on fairly safe ground with the Klingons though, and *Klingon: Honour Guard* is effectively a *Star Trek* spin-off movie starring you, the player, which, depending on your state of mind, could be one of the greatest things in your life, or simply an entertaining way of killing a few hours until the pubs open again.

Basically, it's *Star Trek: The Next Generation* with the tedious dialogue and sexual undertones replaced by extreme violence and gratuitous bloodletting. In line with the pretend reality of the *Star Trek* universe, the blood appears in lurid shades of pink or green, depending on whose mutilated corpse it is oozing from. The early version that we're playing features an excessive amount, which will probably be tempered before the final build.

Another area currently causing contention is the d'k tahg dagger, which is the player's default weapon. Apparently, the BBFC (British Board of Film Censors) are concerned at the

stabbing motion, worried that young children could attempt to emulate it – something that would certainly live up to double maths on a Monday morning. This is a bit of a curious quibble, considering that they are quite happy with the slashing motion, not to mention rocket launchers, grenades, bombs, and the killing of small dogs. This is, after all, a work of fiction.

The outcome has yet to be decided though, and it may turn out to be the case that the game receives an 18 rating, thus encouraging only adults to perpetrate heinous acts of violence, specifically against people with overtly furrowed brows and curiously deformed hands.

## HARSH BUT FAIR

For those prone to panic attacks if they're not watching BBC 2 at six o'clock on a Wednesday evening, the game has all the attention to detail any self-respecting compulsive obsessive could realistically hope for. Beard-fiddlers will immediately

recognise the voices of veteran Klingon actors from the series, including Tony Todd as Captain Kurn, Robert O'Reilly as Gowron and Gwyneth Walsh as B'Etor. And there's more. You've got Andorians, Attack Droids, Chaltroths, Lethians and Nausicans. What ain't you got? You ain't got mates.

Big name licences can often be a bit of a shit, and there is a lengthy list of movie tie-ins that have proven to be a case of hype over content. MicroProse appear to have found a healthy balance though, and the *Star Trek* endorsement isn't being allowed to detract from the action, or vice versa. Although *Klingon: Honour Guard* is extremely faithful to the *Star Trek* universe, more important is the fact that it's shaping up to be a very good 3D shooter, pushing the *Unreal* engine to its creative limits. You'll be able to decide for yourselves next month when we generously bring you an exclusive review and a playable demo. So check it out, you funk soul brutha. [W]

Q&A

## JAY LUSS



A fairly recent recruit at MicroProse in Maryland, and Producer of *Klingon: Honour Guard*. (See CV on page 64 for previous credits.)

**PCZ** What was the first game you ever played?

**JAY** It's hard to say which was the first, that was a long time ago. Probably *Pong*, or the early *Tank* game – yes, I go back to the '70s. Although the first game I was addicted to was definitely *Tempest*. I could play that thing for hours on a quarter.

**PCZ** What's the best game you've ever played?

**JAY** Hmmm... I don't think I can name just one, since there are so many good ones out there. I really enjoyed *Ultima IV* on the Apple, and *Dungeon Master* on the Amiga. Those are classics. Currently though, I really enjoy *Unreal* and *Quake II* – good thing I'm working with that genre.

**PCZ** Which game are you playing at the moment?

**JAY** Ha! Seems that I'm answering questions early. I play several at a time, and I just finished the *X-Files* game. I'm also playing *StarCraft* and I still play a lot of *Civilization II*.

**PCZ** Which was the last game you paid money for?

**JAY** I just picked up *X-Files* and *Myth*. Haven't gotten to *Myth* yet though.

**PCZ** Have you ever been in a fight? If so, why?

**JAY** Interesting question. I could tell you, but then I'd have to kick your ass.



## SHATNER IN THE SKY WITH DIAMONDS

While playing an early version of *Klingon*, something occurred that provided one of the strangest gaming experiences of recent times

After several hours of largely continuous play, and for no apparent reason, the disembodied head of William Shatner momentarily appeared on-screen, accompanied by some disturbed screaming and the tortured strains of his odious interpretation of 'Mr Tambourine Man' (part of an ill-advised musical 'project' Shatner undertook at the arse end of the '60s). Had this bewildering event not been witnessed by two other members of the *Zone* staff, it could possibly have resulted in some kind of mental breakdown, followed by a long-overdue retirement from the games industry. If this unique feature remains in the final version of *Klingon*, expect a spate of psychotic episodes among *Star Trek* devotees everywhere, not to mention some disbelieving conversations and advice to cut down a bit.



The only way a *Star Trek* fan is likely to get crabs. Bwahaha!



Kill all dogs. No, really.



Dirty filthy animals, which must be killed.



This lot clearly have green blood. It's got nothing to do with the laws in Germany, they just have.



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## Fields of Fire WAR ALONG THE MOHAWK



Based during the French-Indian war in the 1700's, **FIELDS OF FIRE: War**

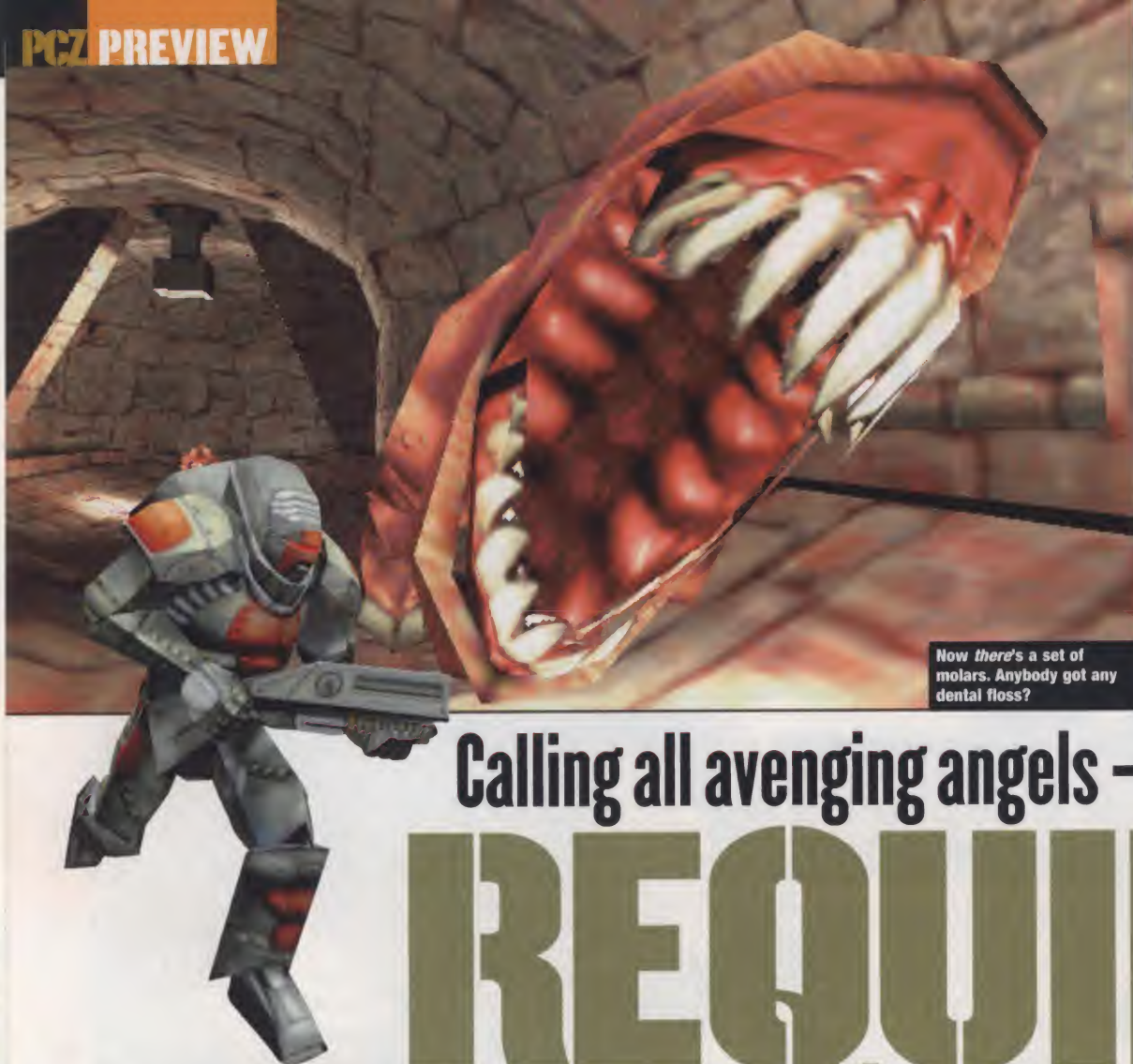
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Now there's a set of molars. Anybody got any dental floss?



# Calling all avenging angels — it's time for a REQUIEM WRATH OF THE FALLEN

## THE DETAILS

**DEVELOPER** Cyclone Studios/3DO  
**PUBLISHER** Ubi Soft  
**WEBSITE** [www.3do.com](http://www.3do.com)  
**OUT** October '98

## WHAT'S THE BIG DEAL?

- ★ Great graphics and animation thanks to rude EAT system
- ★ Quite literally a conflict of biblical proportions
- ★ Character interaction! In a shooting game!
- ★ Comes bundled with a level designer

**J**ust imagine what would happen if the forces of Heaven and Hell had a fight in a pub car park. Picture it: the Archangel Gabriel tearing his shirt off and clumsily wrestling a fiery-eyed demon to the ground. St Paul glassing Judas Escariot. Our Lord Jesus Christ slamming Satan's head repeatedly against a lamppost. It'd be chaos — but hugely entertaining chaos.

Now extrapolate this scenario all the way up to the level of a full-scale military conflict. Lose the car park. Increase the number of combatants a hundredfold. And transport it all into space. That's right: a futuristic war between Heaven and Hell. There'd be some insane shit going on there, right? Yeah? Congratulations, you've just imagined the background

storyline for this here game, this *Requiem: Wrath Of The Fallen*.

## TWO TRIBES GO TO WAR

In the game, you take control of Malachi, an angel, one of the 'Good Guys'. This may sound boring, but wait up: just because you're an angel, it doesn't mean you're going to spend all your time hovering around in the sky, blowing trumpets, healing the sick and the lame, and generally being divine. No, this is a computer game, remember — so instead you're an angel who kicks ass. According to the makers, "*Requiem's* angels aren't the beautiful cherubic angels found in today's media, but secret agents from beyond seeking to carry out divine justice". Just like any other 3D shooter, *Requiem* is chock-full of good old-fashioned violence, largely perpetrated by you. Enemies (the forces of Hell, no less) fall like flies around you.

Religion is always a touchy subject, especially in the States, so aren't

developers Cyclone playing with fire here? Do they anticipate an outcry? Only from the ignorant few, according to Phil Co, level designer: "It wouldn't be surprising to learn of strong opposition to the game from those who don't understand it. The story is straight out of Milton's *Paradise Lost*, except Milton claimed he was only a channel for God to talk through. We do not claim this."

Now there's a relief.

## NOW THAT'S MAGIC

It's not all bang, bang, bang, reload, bang in *Requiem*. Being an angel, you're all magic, and can turn cool biblical tricks such as making your opponents' blood boil (which also makes them explode, pleasantly enough). Inspiration for these violent conjurings came direct from the world's favourite source of violent imagery — the Bible itself. Phil Co explains: "The story of Sodom and Gomorrah comes to mind. The angels in that story turned those

cities to piles of salt. They sent fire and brimstone against those who mistreated others. Almost all the angelic powers in *Requiem* come straight from the Bible. My personal favourite would probably be the 'salt' spell: anguished screams, ice

**"Intrigued, we asked executive producer Evan Margolin whether this technology could be used to create hard-core pornographic in-game sequences"**

cracking, the sound of flesh drying..."

Additional spells are gained as you pass from level to level — and they're not just pretty light shows either. Some are altogether more cunning than a straightforward fireworks blast — there's a mind control spell, for instance.

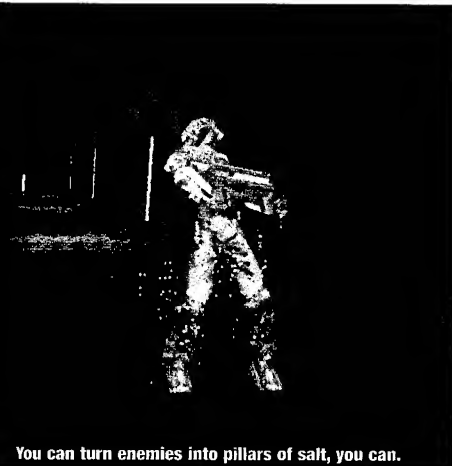




Look at that. They're queuing up to shoot at you. The rascals.



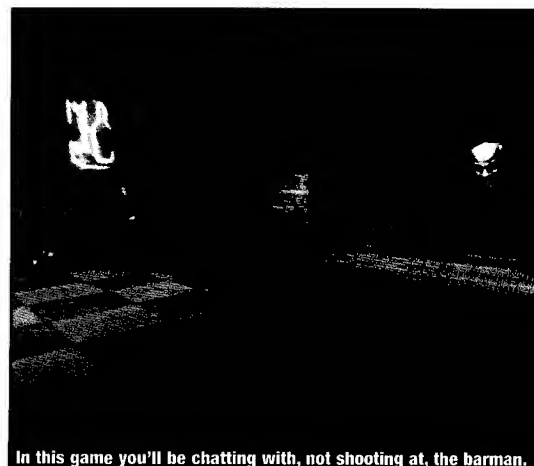
Is it just us, or has this guy got no neck whatsoever?



You can turn enemies into pillars of salt, you can.



The characters blend hard and soft body polygons. Apparently.



In this game you'll be chatting with, not shooting at, the barman.

And then there's the engine itself, which, unusually for a game of this genre, encourages character interaction: you can *talk* to the people you meet, be they friend or foe, thereby discovering vital clues.

Phil Co: "We wanted to blend the action with the interaction in a careful way so that the player won't become bored, and at the same time provide variations of completing different tasks. Characters will reveal parts of the story, add ambience to the levels, present the player with necessary pieces of the game, and provide goodies such as weapons."

Let joy be unconfined.

#### I'M BOTH HARD AND SOFT - EAT ME

Perhaps the most intriguing aspect of the game is the high-quality character animation effects, which are achieved using a 'top secret' patented system. Now, as anyone who follows the world of computer games will know, developers simply can't develop a programming tool without bestowing a stupid acronym upon it. We've seen 'em all, from GURPS to SCUMM, and now here's yet another dumb name: this one's called EAT. It stands for

Emotive Animation Technology.

Kerry Moffitt, *Requiem's* producer, explains EAT: "It's a hybrid rigid body/soft body animation engine. At its core is a rigid body system, so our animation data is nice and tight, and we can run smooth transitions and high frame rates."

Skeletal polygons, then. But what about this 'soft body' stuff? Is it rude or something? Your imagination could go into overdrive. Luckily, Kerry steps in swiftly with an explanation: "The soft body-style polygons come into play for covering up joints and otherwise smoothing over some of the areas of models that are left rough or exposed by the rigid-body stiffness."

In other words, the characters are constructed from a 'skeleton' covered with 'skin', as opposed to a solid lump of polygons, as is the norm. To the uninitiated, this might sound like a minor detail, but it isn't; it lends a superb air of realism to the look of each character, and leads to markedly more lifelike animation: soft bodies, fluid motion.

Intrigued, we asked executive producer Evan Margolin whether this technology could be used to create

hard-core pornographic in-game sequences. "Well, in vague answer to your question, cheats abound in games of this type... and saying more than that could get me into trouble," he muttered. Wahay!

#### YIN AND YANG

*Requiem* is due to shimmy its way onto the nation's shelves in the autumn, and on the evidence we've seen thus far, it'll probably do quite well. In fact, according to Margolin, they're already planning a sequel. If nothing else, the general public always loves a healthy dose of Good-against-Evil hoo-hah, but is usually provided with weak, watered-down versions: *Peak Practice*, *BUGS*, and Nick Berry's *Heartbeat* are all Good-against-Evil struggles, they're all popular, and they're all pants. Perhaps by focusing on the ultimate in Good (Heaven) and the ultimate in Bad (Hell), and then pitching one against the other, the makers of *Requiem* will be able to move us in a way British television hasn't in years.

What *am* I going on about? Just keep watching this space for more news about the game, okay? [E]



## CYCLONE STUDIOS

A few questions fired at two of the guys behind *Requiem* - level designer Phil Co and executive producer Evan Margolin

**PCZ** Which is your favourite game of all time?

**PHIL** *Beyond Oasis* for the Sega Megadrive.

**PCZ** Which was the last game you paid money for?

**PHIL** *The X-Files*.

**EVAN** *Descent Freespace*. I was pleasantly surprised.

**PCZ** Ever been in a fight?

**PHIL** Yes. I was the only Asian in my grade school in a small town in Ohio. Enough said.

**PCZ** Did the CIA and MI5 conspire to murder Diana?

**PHIL** Diana who?

**PCZ** India and Pakistan trigger a nuclear holocaust. The planet is completely destroyed. All around you lie the charred corpses of a nation. How would you cheer yourself up?

**EVAN** By playing *Requiem*.



# No pretensions here. Monolith tell it like it is

# THE CHOSEN: BLOOD II



The zealot: face like a bag of chips, hence the loan of Elephant Man's face sack.

## THE DETAILS

**DEVELOPER** Monolith  
**PUBLISHER** GT Interactive  
**WEBSITE** [www.the-chosen.com](http://www.the-chosen.com)  
**OUT** October '98

## WHAT'S THE BIG DEAL?

- ★ A new modular graphics engine enabling a fully interactive environment
- ★ Four playable characters to choose from, each with different abilities
- ★ Over 30 weapons, 20 enemies and more great arcs of arterial spray, oh yes



The Zone designers are kept in chains here.

Yup, there's lots of blood and gore around. **Richie Shoemaker** paints the town red

**B**lood (PCZ #53, 84%) was a good game – nay, a great game. The weapons were original and funny, the levels were challenging and rewarding, and the monsters were, for the most part, both ridiculously funny and, for the first time since *Doom* (PCZ #13, 96%), scary.

But, technologically speaking, *Blood* looked pants. The 3D graphics were two years behind, and anyone who'd played *Duke Nukem 3D* (PCZ #63, 83%) was unlikely to be impressed. None of that matters now though, because *Blood II* is almost here and its technology is up there with the best of 'em.

## EVIL ENGINE

Part of what makes the prospect of *Blood II* so enticing is the graphics engine. There may be a slew of first-person action games on the way, but there are really only a couple of engines to choose from: *Quake II*'s and *Unreal*'s. *SiN* uses a modified *Quake II* engine. Both *Klingon: Honour Guard* and *Duke Nukem 4Ever* will use the *Unreal* engine. *Blood II*, on the other hand, uses

the new LithTech engine, created by Monolith themselves to power their own games. And you know what? It ain't half bad.

"We can have separate gun models in the hands of an enemy," says Jay Wilson, games designer and Level God at Monolith. "You'll see muzzle flashes attached to guns, and flashes on other characters. We'll have

coming. And then what about the ability to knock down walls and burn down wooden doors? Then there are dynamic death scenes, humiliation kills in multiplayer games, even real-time shadows. And, for once, weapons won't spin in the air; they'll lie on the ground. Don't expect to see items and ammo just lying there either, you'll have to scratch around.

**"Then there are *Blood II*'s 'hit location-sensitive' enemies. It now matters whether you shoot your enemy in the foot or between the eyes"**

realistic outdoor areas, with cloud shadows on the ground. LithTech stacks up very well against the best 3D engines out there."

The list goes on. Apart from native Direct3D support, we can expect to get our heads around spoddy terms like 'shape deformation'. This speaks for itself, and surely you can picture the possibilities: small nasty things turning into big nasty things after they've feasted on a nearby corpse.

Then there are the 'hit location-sensitive' enemies. It now matters whether you shoot your enemy in the foot or between the eyes. You can take an arm off and they'll keep on

Monolith may be relying on an old script, but they sure as hell have been working on the dialogue.

## HAIRY SCARY

Our reluctant hero, Caleb, returns and this time he's brought a couple of chums along, giving you a choice of four characters, all with very different abilities.

"Each character is defined by their attributes and special abilities," says Jay. "Attributes define things like which weapons can be used, how fast the player can move and how much damage they can take. Each character also has a unique special ability suited to them. Attributes can be edited when the player chooses their character, but special abilities can't."

Of the four 'Chosen', Caleb can be regarded as the vanilla-flavoured character: he's tough, quick, and can handle most of the weapons in the game. Ophelia's the fastest, relying on stealth and unable to carry masses of armour or heavy weaponry. Gabriella is the heavy weapons dude – surely a first for a female character. Physically, she's the largest, can carry the weapons that make the loudest bang, and she moves like a hairy-arsed caterpillar on velcro. Finally we have Ishmael, the token 'archmage', who's

Graphical proof that the game will live up to its name.







Ⓜ A Shikari: tall, fast, they hunt in packs and they support Chelsea.

reliant on dark magic and is as much use in a fist-fight as a Cadbury's Flake.

### A COURSE OF LEECHES

"We want the player to be surprised and frightened," says Jay when asked about the new creatures that inhabit *Blood II*. "We're trying to keep quite a bit about the creatures under wraps." (Readers may like to skip the next couple of paragraphs.)

What is known about the new atrocities is that there are two separate 'factions'. One is the Cabal, comprised of cultists, fanatics and zealots, and the other is what Jay terms "the freaky stuff".

"They are a horde of creatures, ranging from intelligent parasites and the victims they create, to pack hunters with extremely acute senses. Every creature is designed with a complex personality and goals.

"Most of the creatures are hostile, but for different reasons and in different ways. The Shikari, for example, is an insectile carnivore that hunts its prey, but once it finds food it will leave the player alone - unless they feel their food source is threatened, that is. The gremlins are small, timid

scavengers who only attack when the odds are very much in their favour.

"The Cabal's fanatics are just that - fanatical. They will stop at nothing to kill you, and can even inject themselves with a combat drug via canisters on their back. Fanatics may also do suicide runs where they detonate bombs near you in order to take you and themselves out."

Of the 20 or so enemy creatures that infest *Blood II*, the bone leech is one to look out for. They're small, slimy and pretty pathetic... but they grow. Put a bone leech in contact with a human host and they'll reproduce and eventually turn them into an aoul drudge, a relatively slow, zombie-like creature whose aim is to find more human bodies to serve as hosts for more leeches. Any drudges that survive slowly evolve into drudge lords, and finally into drudge priests, the leeches eventually outgrowing the host and ending up looking like one

of HR Giger's aliens wearing a human body like a kind of shell suit. Charming thought, isn't it? It's not all bad news



Ⓜ A couple of drudge priests are caught line-dancing in the street.



Ⓜ A zealot demonstrates his magic. David Copperfield eat your heart out.

though. Thankfully there will be over 30 weapons with which to mutilate the foe.

"Every weapon from *Blood*, except the pitchfork, will make a literal or at least functional return," says Jay. "The flare gun, voodoo doll, flame-thrower, tesla cannon and napalm launcher are all in there. We've also added more conventional weapons, like the Beretta, a sub-machine gun and a sniper rifle; more magical weapons, like the Flayer; and more makeshift weapons, like the makeshift grenade launcher."

### 'IT'S UNREAL, MAN'

Ask the developers whether they want their game to be the next *Quake II* and they'll probably bark back that they would be content with it being the next *Blood*. In this genre, it's a case of the more the merrier.

"A lot of people say that there are too many 3D shooters coming out, but I disagree," says Jay. "Six months passed between *Quake II* and *Unreal*, and that isn't uncommon. Compared to other genres, very few 3D shooters come out in the average year, usually only about three or four. I love 3D action games, and I'm really looking forward to what's coming, especially

Q&amp;A

## JAY WILSON

Game Designer and Lead Level Designer for *Blood II* (and *Blood*, for that matter)

**PCZ** Which was the first game you ever played?

**JAY** I honestly don't know. Probably *Pong*.

**PCZ** Which is the best game you ever played?

**JAY** I don't know if it's the best, but the original *X-COM* is certainly my favourite.

**PCZ** Which games are you playing at the moment?

**JAY** *MechCommander*, *Jailbreak*, *StarCraft* and a little *Tekken 3* on the PlayStation.

**PCZ** Which was the last game you paid money for?

**JAY** *MechCommander*.

**PCZ** Have you ever been in a fight?

**JAY** Yes - let's just say he provoked me.

*Half-Life*, which looks incredible, and *Shogo*. Yeah, I know we're making it, but that's how good it looks.

"I think *Blood II* has a lot to offer that distinguishes it from other games on the market. The horror atmosphere alone is a big draw, but *Blood II* also offers other things: a highly interactive storyline with major characters and an identifiable villain; multiple playable characters; location-specific deaths and recoils; spectacularly over-the-top weapon effects; and lots of death and gore. Also, *Blood II* promises to have the same high-speed multiplayer game that *Blood* had."

The point is that it's unhelpful to just label a genre-specific game as a clone. A game is either good or bad or somewhere in between. *Blood II*, even now, is considered by many as an also-ran. But like the criticisms levelled at the first game, none of it will really matter. It's got a promising new engine, and I for one look forward to the unholy second coming.

At the very least it's going to be a bloody good laugh (ahem). ☞



### MONOLITH PRODUCTIONS

Monolith have released their fair share of games, and have survived a scrape with Microsoft

**1994** *The Monolith CD* - a collection of games, demos and music that started the whole thing off.

**1997** Released *Blood* and *Claw*.

**1997** Microsoft dropped Monolith's DirectEngine and *Riot: Mobile Armor*. Monolith said f\*ck you and renamed them LithTech and *Shogo: Mobile Armor Division*. Microsoft cried (probably).

**1998** *The Chosen: Blood II*.

**1998** *Get Medieval*, *Rage Of Mages* and *Shogo: Mobile Armor Division*.



Talking sense to a couple of cultists requires an automatic weapon.



And you thought *Quake II*'s rail-gun was impressive.



# Move over, *Elite*, here comes...

# V2000

UPDATE

**It's three-dimensional! It's riddled with disease! It's from the man who brought you *Elite*! And! Here's! *Charlie! Brooker! To! Tell! You! All! Ab! Out! It!***

## THE DETAILS

**DEVELOPER** Frontier Developments  
**PUBLISHER** Grolier Interactive  
**OUT** September '98  
**WEBSITE** [www.grolier.co.uk](http://www.grolier.co.uk)

## WHAT'S THE BIG DEAL?

- ★ Fast-paced action from Mister *Elite* himself
- ★ A luvverly 3D graphical engine
- ★ Controls vastly improved since the original

CV



## DAVID BRABEN

*V2000* developer David Braben was also one of the dynamic duo behind the now-legendary '80s classic, *Elite*

**1984** Together with co-programmer Ian Bell, Braben writes legendary spacebound drug-push 'em up *Elite*. The pair later fall out and pursue different goals. Bell is now immersed in a shadowy world of trance music and trippy visuals. Braben is not.

**1988** The original *Virus* first sees the light of day under the name *Zarch*. It is later released on every other format you can think of. Well, okay then: the Amiga and the ST.

**1994** Frontier: *Elite II* arrives, to a decidedly mixed reception.

**1996** Gametek release *Frontier: First Encounter* in an unfinished, buggy form. Everyone complains. Loudly.

**1998** *Virus 2000* due to appear. In a finished, non-buggy form.

**T**he name *V2000* conjures up all kinds of images. It could be the name of an overpriced sports car, the type driven by men with minute penises\*. It could be the name of a

festival organised by the increasingly sinister Virgin group, whose *V98* extravaganza will have been and gone by the time your eyes soak up these words. Or it could be the laboratory codename for an immense nuclear space robot that goes dangerously out of control in downtown Tokyo, demolishing buildings with its immense iron phallus. Actually, that last one's a *damn* good idea for a film. Somebody write it down. Bagny a 20% option on the video rights.

Anyway, the intensely mundane 'real world' being what it is, *V2000* refers to none of these things. In fact, it's the sequel to a game called *Virus*.

## LET'S ALL MEET UP IN THE V2000

There are precious few well-known 'names' in the gaming industry, but the man behind *V2000* is one of them. He is David Braben, co-creator of the 1984 deep-space combat-and-trading classic *Elite*. The original *Virus* first appeared in 1988 on the Archimedes, a not-especially-successful home computer popular with boffins, amateur astronomers, classical musicians and all manner of friendless spods with damp trousers and shiny foreheads. The game (originally available under the moniker *Zarch*) was voted "best-selling game on the Archimedes" – an achievement doubtlessly aided by two telling factors: one, the game was bundled with the hardware itself, and two, the *second* best-selling game on the Archimedes was called

*Calculate THIS You Giant Buffoon*, a text-input game in which the player had to solve an endless string of sums, with abusive language displayed on screen each time he or she got an answer wrong (*this is all a lie*).

Anyway, Braben's offering was soon ported across to the Commodore Amiga and the Atari ST, where it quickly developed a rabid following on account of its lightning-fast 3D graphics (still a novelty in those days) and unusual gameplay.

Ah, yes. The gameplay.

## SHE'S OUT OF CONTROL

Those who played it will know that the big problem with the original *Virus* was also one of its major selling points: the unusual way in which the player controlled their spaceship. At heart, the game itself wasn't entirely dissimilar to *Defender*, although the flight method owed far more to games like *Thrust*, *Asteroids* or *Lunar Lander*, in that hovering was entirely impossible. Instead, the ship was entirely at the mercy of all the laws of physics, so players had to continually juggle with the afterburners,

**“It could be the laboratory codename for an immense nuclear space robot that goes dangerously out of control in downtown Tokyo, demolishing buildings with its immense iron phallus...”**

thrusting and counter-thrusting in order to retain some semblance of control. In practice, what happened was this: you started playing the game; you gasped at the smooth 3D graphics; you crashed into the ground; you tried again; you crashed into the ground again; on your next

attempt you managed to fly a few metres before crashing into the ground; and then you either persevered and mastered it or threw the damn thing out of the window and became a bitter and twisted man. Guess which option we chose?

So here's cause for celebration: not only does *V2000* provide far better visuals than its predecessor, but most importantly of all, the flight model has been totally re-jigged to allow *normal human beings* to get to grips with it. Better yet, the degree of difficulty is entirely customisable,



That's a pretty effect. We haven't worked out quite what it *does* though.

allowing cack-handed newbies to adjust the craft's ability to "self-right" (ie remain level), while show-off *Virus* diehards can choose to piddle around unaided. Furthermore, the ship can now morph itself, in true *Transformers* fashion, from a zippy-but-unwieldy fighter space jet thing



**Q&A**

## DAVID BRABEN



V2000's creator in the spotlight...

**PCZ** Which is the best game you've ever played?

**DAVID** Mario64.

**PCZ** Which is the last game you paid money for?

**DAVID** Two games, because I bought them both at the same time: *Waverace 64* and *Mario Kart 64*.

**PCZ** Which game have you found most influential?

**DAVID** Lots of games have influenced me, but as far as *V2000* is concerned it would have to be *Defender*.

**PCZ** Which game are you most looking forward to?

**DAVID** *Zelda: Ocarina Of Time*.

**PCZ** Have you ever been in a fight?

**DAVID** Not since school days.

Ooooh, look. It's like *Indiana Jones* meets *Star Wars*. Or at least it is in this screenshot.

into a stable-but-limited hovercraft.

The game's dynamics have also undergone a major tweak. In the original game, the bulk of the action concerned itself with preventing the spread of a deadly red virus, carried by a swarm of attacking alien creatures. Eliminating them all, then destroying their hive, was your main objective. That hasn't changed, but *V2000* also brings a host of new features to the party. There are people to rescue (à la *Defender*), an incredible array of weapons to research and use, and all manner of high-falutin' technology (such as autonomous craft or portable radar units) to aid your plan of action.

And, of course, the graphics are much, much better than they were ten years ago. The preview version we played suffered from pretty bad 'pop-up' (with some landscape features

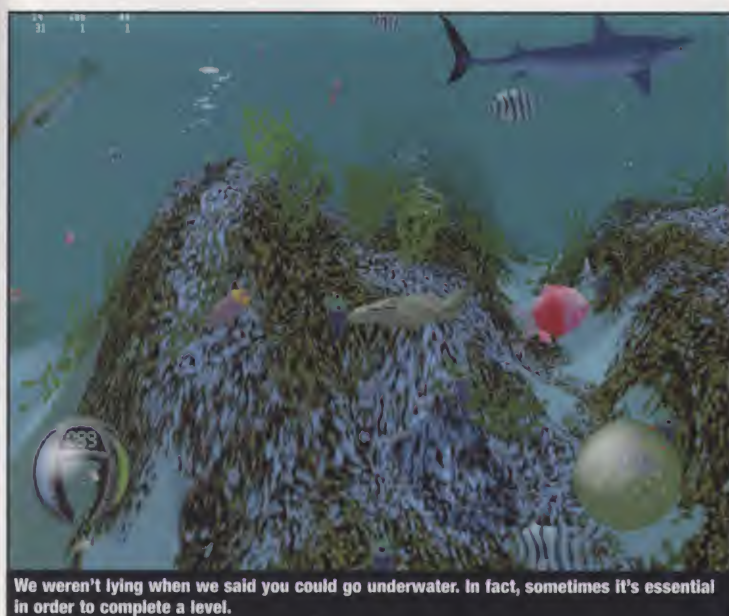
being drawn in at the last moment on screen), but overall the engine is impressive. Alongside the prerequisite lighting effects, there's an undulating ocean which the player can actually dive under and into. The levels are fairly diverse, with 30 individual stages spread across six different environment types, including mediaeval worlds, ice planets and wibbly wobbly waterworlds.

We're impressed so far. Let's see what the final version has to offer (and let's hope they eliminate that pop-up problem or we'll whinge like a bunch of disgruntled seven-year-olds being force-fed Tofu). **PCZ**

★ When we say "men with minute penises", we mean men with one minute penis each, not several. Just thought we'd clear that up. You can go back to reading the magazine properly now. Go on. Sod off.



Most of the monsters are insectoid in appearance. Except for these arachnoids, that is. Who cares – they're dead now anyway, right?



We weren't lying when we said you could go underwater. In fact, sometimes it's essential in order to complete a level.



Some of the weapons are more destructive than a wayward teenager with a complete set of fireworks. And a gun. And some bombs. And a giant robot horse.



# Gates goes to war with MICROSOFT COMBAT FLIGHT SIMULATOR

## THE DETAILS

**DEVELOPER** Microsoft  
**PUBLISHER** Microsoft  
**WEBSITE** www.microsoft.com  
**OUT** November '98

## WHAT'S THE BIG DEAL?

- ★ Hyper-accurate flight models based on previous *Flight Simulator* experience
- ★ Damage models that are closer to real life than... real life
- ★ Accurately modelled scenery from London to Berlin
- ★ Customisable open architecture enables you to modify planes, scenery etc



**Realistic flight modelling meets the cold, unyielding kiss of deadly warfare. Paul Presley looks at the most accurate WWII flight sim yet**

**J**ust when Microsoft finally get round to putting guns into their best-selling flight simulator, it seems as though the whole world and their grandmas are developing a similar game. Aren't they just a little bit anxious that their super-realistic World War II flight sim may get lost in the crowd? Jose Pinero, product manager for *Microsoft Combat Flight Simulator*, is aware of it though: "It's like the year of the World War II air combat game. We didn't plan for this. We knew about one or two of them, but not about the other seven or eight."

MCFS is the answer to the question that everyone's been asking for 16 years: Where are the guns? No one can sit behind a civilian flight sim for the first time without instantly doing the 'guns' joke, and it seemed inevitable that Microsoft would eventually give in to the pressure. Most people are just surprised that it took them this long, and that they waited until the market was packed with like-minded titles.

"I think there's a market for everything," says Pinero. "Some people will just want to get the joystick and basically aim around and shoot at whatever. But there's also a strong market for people who want to have the closest experience of being a WWII combat pilot. I think that's where the experience of having built flight models for 16 years is going to be an incredible advantage."



If you look closely you can see that Tony Blair. What a twit he is (Ooh, biting – Ed).

## THE THEORY

Accuracy has always been the key to Microsoft's flight sims, and MCFS is no different. Listening to Pinero talk about the various damage models and flight dynamics contained in the game is enough to make a layman's head spin and a physics professor's skin-flute become sexually swollen.

**“While MCFS may be technically gifted, there's a lot more to a game than efficiency”**

A typical sample: "We're taking into account the way the Earth's atmosphere behaves and the number of air particles per square inch at different altitudes." Air particles! They're simulating air particles, for God's sake!

And bullets. Each bullet has its own flight model, and damage is calculated by measuring the path a bullet takes into your plane and what systems it affects. "Bullets are being

modelled all the way up to a fraction of an ounce, and each different type of bullet has a physics model," laughs Pinero. "Bullets from a P-51 travel in a different way to bullets from a Spitfire because of mass and weight and shape. This is just basic physics, it's not rocket science. We are doing other things that really are rocket science though."

Such as... rockets? "We have the German V-1, and for that we created a brand new flight model that takes into account atmospheric pressure, wind, temperature – just like a plane. There's even a mission where somebody shoots up a V-1 and you have to intercept it, which is pretty cool."

The thrust of the game is that you can fly any of eight planes across two of the war's most important campaigns – the Battle of Britain and the Battle over Europe. Play on either side, flying Spitfires, P-51s, Thunderbolts, Messerschmitts and Focke-Wulfs, all of which have hyper-accurate flight models.

Often in sims, the balance between

CV

**MICROSOFT**

You probably won't have heard of these guys, so here's a potted history

**1982** The first *Flight Simulator* title is born. It comes bundled with free anorak

**1985** *Microsoft Windows 1* is released. Of course, it wasn't called '1' back then, but you get the point

**1996** Released *Windows 95*. Well, no one's perfect

**1987** Entered the strategy genre with *Age Of Empires*

**1997** Released *Flight Simulator 98*. Still not got that date thing worked out

**1998** Someone buys a calendar and *Windows 98* is released





Each plane has an accurately rendered 'virtual' cockpit.



I know what you're thinking: London's looking a bit sparse.



Flap, Johnny! Flap like you've never flapped before!

Cabbage crates over the briny! As is most of grandma.

## CUSTOM COMBAT

Why has *Microsoft Flight Simulator* thrived for over 16 years? The detail? The rich gameplay? Mankind's unerring willingness to buy absolutely anything with Bill Gates' stamp of approval, regardless of content, quality or need? Probably. But we'd hazard a guess at the open architecture involved as well. Pilots have been able to build custom planes, maps and flight dynamics since day one, and the same is true here.

*MCFS* is cross-compatible with any of the existing add-ons for *Flight Sim 98*, enabling you to bring planes and scenery from one game into the other and vice versa. When an outside plane is brought into *MCFS*, the closest existing flight model is assigned (a B-17 for a 737, for example), although these can be modified at will. You can even create your own missions to swap with friends (if you have any).

the player's flight model and that of the computer's is somewhat disproportionate. In *Red Baron II* (PCZ #63, 60%), for instance, it was almost impossible to keep up with your seemingly turbo-charged wingmen as you took off on a mission, rendering flight formations useless. Here, Microsoft have gone to pains to ensure fairness across the board. Says Pinero: "We model the enemy planes by calculating their flight stick positions at all times, which means they can't pull any weird manoeuvre that you can't do."

Once again, the damage model plays a significant part here too. Enemy planes calculate damage in exactly the same way yours does – more so in certain cases. "You may be lucky enough to shoot at somebody and hit the pilot directly, killing him," says Pinero. "How the plane reacts is actually based on which way the pilot slumps in the cockpit and how he moves the stick."

### IN PRACTICE

While all this sounds great on paper, the real test is how this frankly astonishing level of detail transfers into the gameplay. One of the main criticisms levelled at previous Microsoft flight simulators has been that while no one can question the accuracy of the dynamics, the games themselves have had a cold, almost clinical feel about them. *Flight Unlimited II* (PCZ #60, 84%) appeals more to some than *Flight Sim 98* (PCZ #55, 94%) simply because of its lighthearted approach.

Luckily, Pinero was here to do more than just talk about *MCFS*. With the current build installed on our office machine (and having glossed over the slight 3D accelerator compatibility problems – when are they going to let D3D go?), we asked him to ram the realism levels up to the max and put us on the runway in a Spitfire.

Engines on, throttles up to full,

brakes off and away we went. Down the runway we rolled until... the nose dipped and the Spitfire somersaulted off the tarmac and split into a thousand pieces on the grass nearby. Hmm, harder than we thought.

Second attempt, and with a more gradual increase on the throttles we were airborne. Half an hour (as well as several rolls, loops, shots, crashes and explosions) later and the initial impression remains. No one can argue with the technical aspects of the game, both visually and dynamically. The flight models certainly feel very nice (albeit from a layman's point of view). The graphics are equally impressive as long as the hardware is up to it, the enemy behave just as you might expect them to and there's a nice selection of aircraft to fly, but will this be enough? By going down the ultra-realism route Microsoft have made their intentions pretty clear. Just like their mega-selling *Flight Simulators*, *MCFS* is

essentially a simulation, not a game, but that doesn't mean it can't be fun at the same time. It's a tall order trying to keep the prop-heads happy and at the same time offer something to the people who just want to fly around and shoot stuff. One thing's for sure, if you get a buzz out of flying then you'll be on cloud nine. **PCZ**

### Q&A

## JOSE PINERO

Microsoft employee number 3020073 and Latin smoothie

**PCZ** Which was the first game you ever played?

**JOSE** An arcade submarine game whose name I can't remember – *Seawolf*, or something like that.

**PCZ** Which was the best game you've ever played?

**JOSE** It has to be *Tron*, again in the arcades.

**PCZ** Which games are you playing at the moment?

**JOSE** At the moment it's *Monster Truck Madness* and *Combat Flight Sim*.

**PCZ** Which was the last game you paid money for?

**JOSE** Ooh, before I was in this job. Er... *You Don't Know Jack*.

**PCZ** Have you ever been in a fight? If so, when and why?

**JOSE** In third grade. A guy said something nasty to me and I punched him in the stomach and he cried for one hour. I don't remember why, exactly.

The Germans only started worrying when the Allies developed laser weaponry.





CONTEST

# CARLING PREMIER GETS INTERACTIVE

## WIN! WIN! WIN!

# A BUSINESS 400-2 WORKSTATION AND AN INTERACTIVE CD

**Coming to you from the smoothest,  
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One lucky reader can win a Business Station 400-2 workstation, and a

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To stand a chance of getting interactive with Carling Premier and winning this very cool Business 400-2 workstation or a CD, all you have to do is answer the following question and send it on a postcard, along with with **all** the information requested, to the address shown.

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**Name one thing that can be accessed via Carling Premier's Interactive CD.**

- ★ Name / Address / Postcode / Daytime phone number / E-mail / Job title / Company name / Age if under 18
- ★ Please tell us if you do not wish to receive details of further special offers or new products from other companies
- ★ Are you a current subscriber to PC Zone?

**Send your entry to: Carling Premier Competition CPCZ89A, PC Zone, Customer Interface, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ, UK. (Closing date: Friday 4 September 1998)**

★ *Terms and conditions: Only entries with all the questions completed and received before the closing date will be entered into the prize draw. Winners will be notified by post. No cash alternative. Prizes not necessarily as shown. No correspondence will be entered into. The Editor's decision is final. All the other usual competition rules, conditions and restrictions apply. And all that. Phew!*





Entertainment via the CD includes four audio tracks, music videos, music mixers and a link to a brand new site on the Net.



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**WIN!**

100 runner-up copies of the Carling Premier Interactive CD, which can also run as a PC CD-ROM to access the World Of Premier.



# THE CULT OF CHAMPIONSHIP MANAGER

*Championship Manager* is one of the biggest-selling games ever. Is it just a football thing, or is it really a way of life? "Neither," says **Jeremy Wells**, "it's more important than that!"

## THE DETAILS

**DEVELOPER** Sports Interactive  
**PUBLISHER** Eidos Interactive  
**WEBSITE** [www.compulink.co.uk/~champman](http://www.compulink.co.uk/~champman)  
**OUT** October '98



**F**or almost seven years now the football management sim known as *Championship Manager* has been riding high in the charts, clocking up sales of well over half a million copies the world over. In a few months time the latest incarnation, imaginatively titled *Championship Manager 3*, will go on sale and undoubtedly smash all previous sales records. For those not captured by its spell, it's a rather dull-looking spreadsheet that's got about as much long-term appeal as a night in with Barbara Cartland spent talking about the Boer War. But for those people who regularly spend hours every week trying to get their team to the top of the league and putting together a bit of a Cup run, it's an obsession bordering on the obscene.

So what makes this seemingly innocent piece of software so damned

addictive? What is it that makes it so compelling to the hundreds of thousands of fans who regularly burn the midnight oil looking for the next Michael Owen? What plans do the

**"With CM3, we've developed a real-time football engine that actually calculates every ball and player movement"**

PAUL COLLYER, CO-CREATOR OF CHAMPIONSHIP MANAGER

developers have to make it even more life-destroying? Is it just a football thing or is it really a way of life? Or is it, as many of its fans would have it, even more important than that?

It's the stuff dreams are made of. Way back in 1986, fed up with playing

the dull and uninspiring football games on their Amigas, Oliver Collyer and his brother Paul started work on developing and programming a football management game of their own from their bedroom. Five years later, the original *Championship Manager* game was released through Domark (which has since been absorbed by publishers Eidos Interactive) to an overwhelmingly positive reception. Boasting accurate teams with realistic player stats, a comprehensive transfer system and a myriad of tactical options (well it seemed like it back then), armchair managers all over the UK quickly became hooked on what was the first 'real' football management game to grace both the Amiga and IBM PC.

It soon became a best-seller and rocketed the two brothers to god-like



## THE STORY SO FAR

**1986** Desperate for a realistic football management game, the Collyer brothers start work on their own football management game from their home in north London for the PC and Amiga.



**1991** *Championship Manager* is released for the IBM PC and Amiga and is a roaring success. Season updates are released every year, as well as European versions.



**1995** *Championship Manager 2* is released in September to much rejoicing. It requires a 486SX or better, 8Mb of RAM and a dual-speed CD-ROM drive. There's commentary from Clive Tyldesley, and loads of new features.



**1997** *Championship Manager 97/98* is released in October. It comes with the player/team editor so you can mess with the stats, features nine European leagues, and is much tougher than previous versions of the game.



**1998** Work on CM3 is progressing well. It promises to be better in every way and will support multi-player network play. "We've had to stop ourselves from playing it in the office because it stops productivity too much," laughs Oliver.





Oliver (left) and Paul play on the spiral staircase in their plush new office in North London.

status among the hordes of feverishly enthusiastic fans who regularly dedicated huge chunks of their lives to saving Man City from relegation and struggling to get Colchester United into the play-offs. A-Levels were flunked, girlfriends were lost, and complexions became pale and squalid. I know – I was there, man.

A couple of years later, in September 1995, the sequel, *Championship Manager 2*, finally emerged to rapturous cries of delight from the ever burgeoning army of fans who, after four long years, were desperate for an all-new, more satisfying hit. It went straight to the top of the PC charts and has remained in the Top 20 in various guises ever since. *PC Zone* awarded it a score of 90 per cent, giving it immediate Classic status. And with the exception of one magazine, it received critical acclaim and similar ratings all over Europe, making the Collyer brothers very rich young men indeed.

"We never expected it to be anywhere near as successful as it was," beams Oliver. "We just sat and wrote the sort of game we wanted to play. We wanted it to be fun, realistic and different from all the other football management games that we'd played and got bored with."

"I think that's part of the reason why it's done so well," chips in Paul. "*Championship Manager* isn't like other football management games. It does things differently and it just doesn't feel the same. And it doesn't cheat. The computer can't do anything that the player can't. It

doesn't take short cuts or know things that you don't. You're playing by the same rules. I'm sure that's part of the reason people like it so much."

### DEN OF STATISTICS

The Collyers recently moved into new, plusher offices in Islington, North London, and recruited five fellow addicts to help them with their next project, *Championship Manager 3*. It might not sound like much of an upheaval, but the first two games and all the season updates were almost entirely programmed by themselves from a small, one-roomed office a few hundred yards away, and the brothers were understandably nervous about letting 'outsiders' loose on their creation. "It was difficult to let go at first," confesses Oliver as we climb the stairs. "I still find it difficult to cope with how much the game can change when I'm out of the office for a couple of days. It's pretty scary."

The first thing you notice when you walk through the door – once you've clocked the Everton posters, mouse mats and mugs, that is – are the two wall-mounted TVs that are permanently tuned to Ceefax page 302 and Teletext page 140. This is the nerve centre of a stat-gathering operation that uses the World Wide Web to gather information from thousands of researchers the world over. Arsenal legend Ian Wright has just signed for London Premier League rivals West Ham, and the relevant database is being amended as we enter. Oliver proudly shows off the database. "It's our secret

weapon," he confides. "We get hundreds of e-mails every day from people wanting to help us. At the moment we're working on the Argentinian league system. We've just finished the work on the tournament structure they have in Brazil. It's mad. We've tried to simplify it a bit otherwise people will just get too confused."

He clicks on a player. "We've got around 40 stats for each player now, although we'll probably whittle that down a bit. I think 40 is too many. And many are pretty similar, like pace and acceleration. There'll be hidden stats again of course, such as big-match temperament and dirtiness, and each player will have a 'potential' rating too."

"We've basically used the same rating system as we did in the last game," adds Paul, "except that it's been refined, of course. If a person wants to help us with our database, we'll get them to rate each player in relation to a player who plays in a similar position in their national squad. So if you're looking at how to rate a player's shooting, for example, you'd rate his ability against Alan Shearer and adjust the figure accordingly. It's not fail-safe, but we get literally hundreds of ratings for each player and take an average. If the researcher doesn't know a particular rating, then we ask them to leave it blank. That way we don't get too many weird ratings."

Now seems as good a time as any to raise the issue of Everton bias. Paul laughs and shrugs. "Actually, in the

## CONFESSIONS OF A CHAMPIONSHIP MANAGER ADDICT



**PART ONE:** Tim, 27, from Enfield, has played the beautiful game since the very beginning and regularly loses large chunks of his life to *CM 97/98*. Shortly after moving in with his girlfriend Andrea, she bought a spanking Pentium PII which was kept in the bedroom of their new flat. "I used to wait until she'd gone to sleep and then quietly slide out of bed and play until the early hours," he confesses. "I was so terrified she'd wake up, I spent half the time furtively looking over my shoulder whenever she stirred, and spent hours practicing my silent mouse-click technique."

## THE EVERTON BIAS 'ISSUE'



It's a well-known secret among fans of *CM2* that Everton have a habit of doing a bit better in *CM2* than they do in the real world. What have the Collyer brothers (both diehard Everton fans) got to say about this?

"It's purely accidental. We've got a good team, it's just that we've been plagued by injuries lately."

But what about Duncan Ferguson's injury rating?

"Okay, so it's a little inaccurate, but there's a random element to all the player stats."

How are Everton doing in *CM3*?

"They're actually managing to finish just above the relegation zone."

Well, that's more like it, isn't it?



## BIG RON DOES



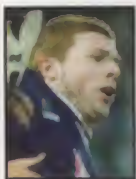
Last year, in a promotion organised by publishers Eidos, they got then Coventry manager

'Big' Ron Atkinson to play a season to see just how realistic it was. He spent ages preparing his team for each match, and had some success with a defensive 5-4-1 formation. "We played this way at Wimbledon last year," he says, "and made a million chances with two wingers and a centre forward." Plagued by injuries, bad decisions and lack of cash – "the wages system is way out" – he managed to finish thirteenth in the table. Not bad, eh? Would he play it in his spare time? "Aye, I could do. It dun arf take some time though, dunnit?"

☺ Big Ron (then Director of Football at Coventry) starts to feel the pressure. Go and buy some more jewellery and cheer y'self up, Ron.



## THE NEIL LENNON 'PHENOMENON'



Do real-life managers really use *Championship Manager* to help them find stars of the future? It would appear so

The first game's unsung hero was Kim Grant, a versatile central defender and centre forward who could turn a game, and you could pick him up for a snip. Several managers, including Ron Atkinson, clamored to sign him a year after the first game was released.

The undoubted hero of *Championship Manager*, however, is Crewe uber-kid Neil Lennon. An open secret among fans of *CM2*, the young Northern Irish midfielder was a goal dynamo who could play pretty much anywhere, but almost guaranteed you 30-plus goals a season if you played him in the hole. You could pick him up from Crewe for a few thousand quid. A few years ago Martin O'Neill bought him for Leicester for £750,000, where he's now established himself as a first team favourite with a price tag of around £4 million.

It would appear that some managers are still using the Collyers' database to scout for transfer bargains. The latest is Newcastle United manager Kenny Dalglish, who has recently made a substantial bid for 'unknown' *CM 97/98* goal-scoring legend Ibrahima Bakayoko.

← test version of *CM3* we're using at the moment they keep finishing just above the relegation zone. Man United, Liverpool, Arsenal and Chelsea usually share the honours at the top, and Spurs do pretty well, though they've still got Klinsman – we'll have to take him out. But I couldn't believe the rating they gave Duncan Ferguson for heading in *USM*. I mean, really."

So who's the new Neil Lennon? "Ronaldo is still probably the best player, though judging by his performance in the World Cup final that's subject to change. Then there's Zidane – he had a good World Cup. He's probably the best midfielder in the world at the moment. And then

there's Michael Owen – he's obviously got a massive 'potential' rating. You'll have to wait and see."

### A GAME OF TWO HALVES

Anyone who's ever played *Championship Manager* will know that it's probably the only football management game where you feel as though your tactical decisions have a direct bearing on what actually happens on-screen. The stats and transfer system is really only the half of it. Two-nil down with 14 minutes to go? Push up the wingbacks, put that attacking midfielder with a good right foot in the hole and hope you can squeeze out a draw. It happens – sometimes. It's just one of the things

that makes it seem so realistic. How do they do it?

"Obviously there's a lot of number crunching going on," quips Paul, "but with the new game we've really gone to town. To be honest, with the first two games there was a lot of guesswork going on and a fair bit of estimation. That was just the way the code worked. It was all pretty random but it just seemed to work. With *CM3* we've developed a real-time football engine that actually calculates every ball and player movement. This time it's all worked out. In fact, it's so detailed we could actually use it for an arcade-style football game. Maybe we will one day."

"*CM3* uses a complex grid system," explains Paul. "If it were represented graphically, you could actually zoom in to high-res and see it working. It even takes into account how good a player is with his left and right feet. You see, if the ball was coming in this way, you'd be limited as to the number of passes or shots you could make. If you play a left-footed winger on the right, he's more likely to try and cut in and shoot. Similarly, if you play a right-footed player on the right he'll put in more crosses. You'll really have to adapt your tactics to suit your players. You'll also be able to make changes instantly if you realise your tactics aren't working, and hopefully see the difference – just like a manager would scream instructions at his players from the touchline."

It all sounds very complicated. So how does it all work? Paul and Oliver are obviously very reluctant to reveal



To this day, the Collyer brothers still deny any involvement in the *CM* 'Everton scandal'.





In CM3, players will have a squad number as in real life. You'll also be able to have more squad members, B teams and youth squads.

too much, although they are prepared to give us a sneak preview of how the tactics system will operate. It's obviously something they're very proud of, and it looks brilliant. "In an effort to keep it simple on-screen, we've come up with a basic grid system that splits the pitch into nine areas," explains Oliver. "As well as choosing a basic formation - 4-4-2, 5-3-2, whatever - and telling your players where to make runs, you'll

it would all start again. Of course, it will be different because everyone will have different players. Also, the way the engine works it will actually look at how you play and try and come up with something to stop you. We're really looking forward to seeing what people come up with."

#### IN THE NET

Of course, it's every CM addict's dream to have a game that one day

of RAM to run, but it's much better if you have 16, and even then it still tends to chug on low-end Pentiums. "Well, it's 16Mb of RAM at the moment, but it may end up being 32," says Oliver. "We haven't really concentrated on that at the moment, but as it's a completely new engine we hope it will be faster. But then there's a lot more going on now. We are hoping to make it scaleable though, so if you've got a low-end machine it'll still run okay. We'll have to wait and see."

"It's a shame we can't use 3D acceleration," laments Paul. "Loads of people have 3Dfx cards in their machines and it would be great to be able to use them. The fact that we don't use 3D graphics shouldn't in theory stop us from using the extra

**"I'd say we'll have *Championship Manager* online in about three years. We'll have our own server and then just let people get on with it."**

be able to instruct where you expect your players to be depending on where the ball is on the pitch and whether or not you have possession. It can be as deep as you like, really. Each team will have certain ways of playing as standard, but if you want to you can go in and start to develop your own tactics. You'll also be able to man-mark players; even put two defenders on one striker if you like, though that will leave holes elsewhere in your defence. You'll also be able to save each formation and strategy and then stick it onto the Net so that other people can use it."

"We really want to develop a Net culture," maintains Paul. "Hopefully people everywhere will come up with their own tactics, and then one day someone will develop this awesome formation and win everything, and they'll stick it on the Net and then everyone will start using it, and then

they'll be able to play against other people over the Internet. But just how far away are we from this? "Well, we've got that game running over our network of seven PCs and it works great," says Paul. "There's a lot of protocol to work out, but the way we've written the code it is definitely feasible to implement Net play. There's the issue of speed, but there are ways around it. Because of the lag, we'd just have to change the way it's presented on-screen from how it's done now. I'd say we'll have *Championship Manager* online in about three years. We'll have our own server and then let people get on with it. There's still an awful long way to go, but it will happen."

"Eventually we see it as replacing Fantasy Football," says Oliver. "That's what we're aiming for."

So what kind of machine spec are we looking at now? CM2 needs 8Mb

## CONFESSIONS OF A CHAMPIONSHIP MANAGER ADDICT



**PART TWO:** Keith, 28, from Leatherhead, is addicted to the Collyers' creation. In fact it rules his life. "As soon as I wake up I switch the PC on and see how my transfers are going," he says. "I play a game before I go in the shower, then squeeze another in as I dry myself off. I manage to squeeze in a couple more games through breakfast and allow myself two more while I finish my tea. Then it's off to work. As it's only a couple of minutes away by car I sometimes come home at lunchtimes and play a few games if I've got a good Cup run going."

"When I get home from work I sit and watch telly and play at the same time. I even iron my shirts and play - do one sleeve, play a game; do the collar, play a game... If I go out to the pub I usually start playing when I get back in. I've played through till dawn on a number of occasions. My whole life started going downhill. I was tired all the time and I was getting into work later and later and taking days of sick. It's a bit more under control now."



The new game utilises drop-down menus so you can go to any screen at any time.





## CONFESSIONS OF A CHAMPIONSHIP MANAGER ADDICT



**PART THREE:** Jeff, 28, from Colchester in Essex, has been a *Championship Manager* addict since he bought his Amiga. Although he hates to admit it, he lost his girlfriend through playing *Championship Manager*. "We'd been seeing each other for a few months, and Janet had invited her parents round to my place to cook them Sunday lunch. I started the day as I did any other, trying to get Colchester United promoted – not an easy task at the best of times. Janet went downstairs to prepare lunch. Her parents arrived and she called out for me to come down and meet them. I was involved in a particularly good Cup run at the time, and replied that I'd be down in a few minutes. As my team kept winning, the minutes turned into a couple of hours. I was eventually brought out of my fantasy world when Janet stormed upstairs fuming. Apparently dinner was on the table and her parents were wondering what was wrong. I said I'd just play the semi and I'd be down straight away. Cursing football and computer games in general, she finally stormed back downstairs. By a sheer fluke we scraped a win, so obviously I stayed upstairs to play the Final. When I finally went downstairs, Janet's parents had left and she was throwing stuff around the kitchen. She never spoke to me again after that. It was over. And I lost the final."

**"It's a shame we can't use 3D acceleration. Some people have got 3D cards with 12 meg on them – it would be great to tap into that. Imagine that: C3 with a 3Dfx logo on the box!"**

## ON THE NET

If you type the words 'Championship Manager' into your search engine, chances are you'll get well over 1.7 million hits!

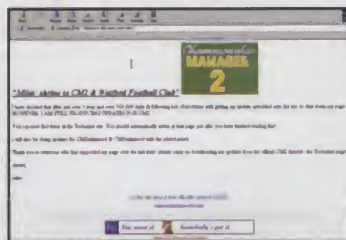
Some sites offer cheats, some offer tactics, patches, recommended players and anecdotes. Some are useful; many are shite. But the sheer number of sites dedicated to the world's best-selling football management sim is a clear indication that there are an awful lot of

*Championship Manager* addicts out there who want to hear from you.

As well as the official Collier's site, try the Techcities site. And even though he's hung up his boots, Miles' site is still worth a look if you want the latest transfer and team updates.



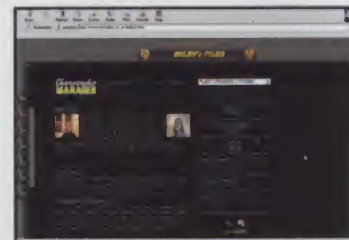
[www.cix.co.uk/~champman/](http://www.cix.co.uk/~champman/). The Collier brothers are just dying to hear from you.



<http://dialspace.dial.pipex.com/miles/> – for the latest team and player updates.



[www.techcities.co.uk/index2.html](http://www.techcities.co.uk/index2.html)



The Techcities site is a CM addict's dream.



If you've got the hardware then you'll be able to run more leagues than ever before, including Argentina, Brazil and Japanese slides.


hardware to speed things up. Some people have got 3D cards with 12 meg on them – it would be great to tap into that. Imagine that: CM 3 with a 3Dfx logo on the box!"

### THE WAITING GAME

There's obviously still an awful long way to go before CM3 is finished, but from what we've been privy to so far, and listening to what the chaps at Sports Interactive have planned for

the future, fans of the game are unlikely to be disappointed when the game is finally released this winter. "At the moment we've just got everything into place, but balancing and play-testing is the key," maintains Paul. "Just changing the average ratings affects everything and throws everything else out. We've got a lot of tweaking, testing and balancing ahead of us, that's for sure."

"We've had to stop ourselves from

playing network games in the office," beams Oliver. "It just stops productivity too much! Basically we've listened to all the feedback we've had, and there's been loads, and tried to implement as much as possible. We haven't really taken anything out, just added loads of extra bits and gone into a lot more detail. So far we're pretty happy with what we've got. We just hope people like it." 



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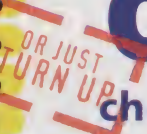
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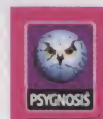
# POWER PLAY



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# PCZONE REVIEWS

Don't spend a single penny until you've checked out the Zone reviews first...

## WHERE TO CALL

Having trouble finding any of the games listed in the reviews section of the magazine? Here are the numbers you need to call

Activision 01895 456 7000  
 BMG Interactive 0171 973 0011  
 Blue Byte 01604 232200  
 Core Design 01332 297797  
 Cryo 01926 315559  
 Crystal Dynamics/Ubisoft 0181 944 9000  
 Empire Interactive 0181 343 7337  
 Electronic Arts 01753 549442  
 Eidos Interactive 0181 636 3000  
 Electronic Arts 01753 549442  
 Empire Interactive 0181 343 7337  
 Funsoft 01322 292513  
 Gremlin Interactive 0114 2639900  
 GT Interactive 0171 258 3791  
 Interactive Magic 01344 409399  
 Infogrames 0161 827 8000  
 LiveMedia 01865 247714  
 MicroProse 01454 893893  
 Microsoft 0345 002000  
 Mindscape 01444 246333  
 NovaLogic 0171 405 1777  
 Ocean 0161 832 6633  
 Sierra 0118 920 9100  
 Sold Out 0171 721 8767  
 Take 2 Interactive 01753 854444  
 Telstar 01932 22232  
 Virgin 0171 368 2255  
 ZBLAC 01626 332233

## THE HALL OF SHAME

These are the games that we still haven't been sent for review. This means they're either completely crap and the publishers are scared we'll pan them, or their PR machine isn't quite up to full speed. This month's hall of shame comprises...

LULA & THE SEXY EMPIRE

Take 2 Interactive

POWERBOAT RACING Interplay

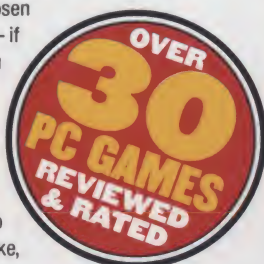
THE X-FILES Fox Interactive

STREETS OF SIMCITY Maxis/EA

UBIK Cryo

## REVIEWS YOU CAN TRUST

We at Zone pride ourselves on telling you exactly what we think. Our writers are the most experienced and talented reviewers in the business. They're all experts in their chosen genre and they won't pull any punches – if a game's not worth buying, we'll tell you why. But we don't leave it there. We also want to know what you think of the games that come out, which is why we've got our Feedback section on page 116. This is where you get the opportunity to get your point of view into PC Zone. If you've got a comment to make, then we want to hear it.



## DON'T BELIEVE THE JARGON

The standard spec machine these days is a P166 with 32Mb of memory – but before buying any game you need to make sure it will work on your system. Because the technical specs on packaging can sometimes be a little optimistic to say the least, make sure you check out the 'We say' bit in our tech specs box at the start of reviews. This is where we report on what we think the minimum tech specs should be. If a game runs like a tortoise on the machine listed by the publishers, then we'll tell you. All the games reviewed are tested on the minimum-spec PC as quoted on the packaging.

## WHAT DO OUR SCORES MEAN?

**PCZONE CLASSIC 90-100%** Here at Zone we score every game out of 100. If a game receives a score of 90 or above, it is awarded the PC Zone Classic award. These games are original, innovative, compelling and are worth buying even if you're not a fan of the genre.

**PCZONE RECOMMENDED 80-89%** If a game scores 80-89% it's awarded a PC Zone Recommended award. Games that fall into this category are excellent examples of their type, and if you're a fan of the genre they're well worth buying.

**70-79%** Games that score in this region don't win any awards, but they're above average and well worth a look. If you're not a fan of the genre though, they will probably offer limited long-term appeal.

**40-69%** These games are below average and you should really only consider parting with your cash if you're a big fan of the series or genre or you see it at a reduced price.

**PCZONE PANTS 0-39%** Games that score under 40% should be avoided. They offer little in the way of long-term appeal, can be frustrating, and definitely aren't much fun. If a game is seriously bugged then it will also fall into this category. You have been warned.

## REVIEWS A-Z

Need to locate something specific? Here's this month's reviews in alphabetical order

### NEW GAMES

Dominion: Storm Over Gilt 3 **98**  
 Egypt 1156BC **108**  
 Formula 1 Supertest **112**  
 Gex 3D: Enter The Gecko **107**  
 Hard War **90**  
 Hardball 6 **108**  
 Jetfighter: Full Burn **103**  
 KKND 2: Krossfire **103**  
 MAX 2 **96**  
 Motocross Madness **88**  
 Rising Lands **104**  
 Soccer Nation **107**  
 Star Trek: Star Fleet Academy  
 Chekov's Lost Missions **107**  
 Street Fighter Alpha **108**  
 Tribal Rage **104**  
 Urban Assault **94**  
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**88** MOTOCROSS MADNESS



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Riding on the handlebars is sure to impress the girls.



# MOTOCROSS MADNESS

**PCZONE**  
**CLASSIC**

★ £34.95 (£49.95 with SideWinder Freestyle Pro pad, due September) • Microsoft • Out now

**It's Motocross, and apparently it's mad.**  
**Steve Hill breaks every bone in his body**

## TECH SPECS

**MINIMUM SYSTEM** Processor P133 Memory 16Mb RAM **ALSO REQUIRES** 3D accelerator card **WE SAY** It'll just about run on a P133, but to get any value out of it you'll probably need at least a P200 with a decent card

## ALSO CONSIDER

**MOTO RACER (EA, £29.99)** Buying *Moto Racer* would be a mistake now that we've got *Motocross Madness*. However, if you're collecting Motocross games, then you might want to look it up.

PCZ #51, 77%

**REDLINE RACER (Ubi Soft, £29.99)** Not strictly Motocross, but good fun nonetheless, Ubi Soft's arcade speedfest gave new meaning to the term 'tossed around like a rag doll', and no doubt paved the way for games such as *Motocross Madness*.

PCZ #62, 78%

**H**old the front page! Microsoft have made a decent racing game, and tributes are flooding in from the world of interactive entertainment. An early version of *Motocross Madness* has been skulking in the corner of the office for some time, but the real deal has now been unreservedly promoted to centre stage. Nobody has had a bad word to say about it, crowding around the monitor with all the gusto usually reserved for one of Mallo's 'specialist' websites. It's a thing of grace and beauty, and if we were Americans there would have been more 'whooping and hollering' than in an episode of *The Dukes Of Hazzard*. In short, *Motocross Madness* is a good thing.

The decision to make it accelerator-only would appear

to have been vindicated, as the game looks genuinely sensational, the graphics proving a match for any recent flight sim: dramatic skies, uncannily authentic tracks, extremely realistic shadows, motion-captured riders, particle effects, the works. It looks great. Following the template for game reviews, sound must now be mentioned, and this, unsurprisingly, is also great. It is the sound of motocross, and in the midst of a first-corner

*Madness* ably captures the excitement and adrenalin of this most perilous of sports. Physics isn't the most interesting of subjects, but this is what makes the game the success that it is. Utilising a unique rider/bike physics model, the rider's centre of gravity can be moved forwards, backwards or to either side, resulting in superior control, with all manner of airborne antics to be had. Air is crucial to the game, as due to the design of the majority of the courses this

effect, resulting in a lack of speed at a crucial time. It often goes horribly wrong, and you find yourself flying through the air with no prospect of safely reaching the other side of a huge ravine. This results in probably the most spectacular crash sequences seen in any bike game, with the rider being tossed around like a rag doll with extreme severity, even knocking the recent *Redline Racer* into a cocked hat, whatever that means. A fully adjustable camera view is far more than a cosmetic afterthought, and can be used to your benefit, the handy sky-cam enabling you to see any pending hazards, with the game played almost in a *Micro Machines* fashion. The chase cam is where the action is though, making you lurch around in your seat like a buffoon as you attempt to land a high-speed motorcycle from a great height.

## IT HURTS

Motocross is a difficult sport and, as in the real thing, getting away from the start quickly proves crucial, avoiding the inevitable carnage of the opening seconds.

**“The fear sets in when you hear the growl of approaching bikes behind you”**

melee it's a frightening thing. The developers have clearly recorded the sound of motocross bikes and put it in the game. Obvious but effective. In the stadium events, there is also some cheering, which again is simply cheering. Clever stuff. There are also some odd ambient effects, seemingly involving distressed dogs.

## DOUBLE PHYSICS

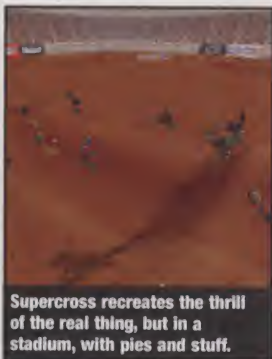
Canine torture isn't really what it's about though, and *Motocross*

is where you spend a sizeable proportion of the time. Whereas grabbing phat air certainly impresses the viewers, it isn't necessarily a recipe for success. Probably more than in any other game, learning the courses is vital, as careering blindly off a rise at full speed often results in a messy accident. The key is to know how big the jumps are and to aim to land comfortably, thus establishing a steady rhythm. One mistake can have a knock-on





Yes, we know it's scary, but you do have to ride off that ramp.



Supercross recreates the thrill of the real thing, but in a stadium, with pies and stuff.



One of these riders has made a mistake. Can you spot who?

Should you experience the nightmare of a first-turn spillage though, your rider wisely assumes the foetal position until the rest of the field has circumnavigated his stricken body. The pressure of leading is tangible though, and the fear sets in when you hear the growl of approaching bikes behind you. When playing catch-up, you can often see your airborne opponents in the distance, and clods of earth are tossed into your path from their back wheels.

For anyone who has ever attempted actual motocross, the old magic soon comes flooding



Taunting your opponents adds to the fun, but often ends in tears.



This isn't the recommended way to control a motorcycle.

back and certain real-life tactics apply in this game, the developers clearly having done their homework. *Motocross Madness* is by no means a simulation though, and is more of an ultra realistic arcade game, providing an idealised version of the sport, whereby twatting your face on the handlebars results in no more than a few seconds delay, as opposed to a few hours in hospital. The game is by no means easy though, and hours of practice allied with extreme concentration are a must. It isn't the kind of game you can play while idly chatting. *Motocross*

*Madness* is a lot of fun, and unless you don't like fun, it's a game you should seriously consider purchasing. **PCZ**

## PCZ VERDICT

**UPPERS** Sensational graphics

• Frantic action

**DOWNERS** Limited number of opponents • Needs some hefty hardware

**91** Probably the best bike game in the world

## RACING OPTIONS



### STUNT QUARRY

These days, *Motocross* is largely seen as an extreme sport, permeated by the same kind of cannabis smoking, luridly dressed 'dudes' that enjoy snowboarding. To this end a stunt competition is included, with points awarded for successfully performing any of 16 different highly dangerous stunts.



### BAJA

Baja racing is for complete head-the-balls, and simply involves several bikes tearing across open terrain and passing through a predetermined number of waypoints, the first one back proving the winner. The sky-cam is particularly useful for this event.



### NATIONAL RACE

This is the real thing, with extravagant courses fashioned from some harsh countryside. The jumps are enormous, the action is frantic and the accidents are many. Playable as single events, customised tournaments, or an entire season.



### SUPERCROSS

The stadium version of the sport, whereby the frantic action is recreated with the help of several hundred tonnes of earth fashioned into highly dangerous circuits. They include specially designed jumps to induce much whooping and hollering from the capacity crowds.

## A LESSON IN NOSEDIVING FOR BOY RACERS



"Fame, I'm gonna live forever..."



...I'm gonna learn how to fly...



...highnfffff..."



The swirling mists enveloped the ship, reminding Jeff of a typical day in Clacton-on-Sea.



# HARDWAR

★ £39.99 • Gremlin • Out September

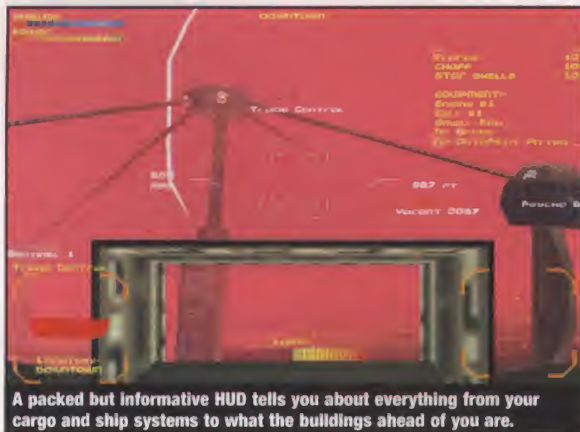
These days, space trading games are rarer than a quality joke in a Carlton sitcom. Paul Presley sees if Gremlin can deliver the goods

## TECH SPECS

**MINIMUM SYSTEM** Processor P133 Memory 32Mb **SUPPORTS** 3Dfx and most 3D cards **WE SAY** A P200 at least, with a 3D accelerator card as well (although software mode works okay on a P266 at the minimum)

**PCZONE**  
**RECOMMENDED**

It's well over a year ago that *PC Zone* previewed *Hardwar*, and a lot of games have come and gone since (most involving guns and women, curiously). You're on Titan, one of Saturn's many, many moons. An abandoned mining colony, established centuries past, that has since become a self-contained



A packed but informative HUD tells you about everything from your cargo and ship systems to what the buildings ahead of you are.

populace. Dominated by two large corporations – The Klamp-G Organisation and the Lazarus Family – Titan is home to traders, pilots, pirates and bounty hunters, all trapped on the moon with no way to escape.

Yours is the typical role in these affairs: an independent pilot with a simple ship and a few bucks, looking for more. Trade, fight, steal, hunt – whatever works for you. Fans of *Elite* will recognise the style; everyone else will probably use their own dreary, workaday lives as a reference. It's all the same, really.

Behind all of this free-wheelin' and dealin' is 'The Plot'. 'The Plot' concerns the two corporations and their efforts to gain the upper hand, technologically and politically. There are also aliens in 'The Plot' (as there are in plots everywhere these days), but I won't elaborate as it'll spoil things for you. Suffice to say, it all ends with a race against time and large things blowing up (again, as in all plots these days). The main channel for 'The Plot' is the game's internal email system – text and video messages that offer you missions and keep you informed as to pertinent events, job opportunities and the day-to-day running of the world around you.

Alarm bells probably started ringing when you read the word



The variety in architecture is one of *Hardwar's* stronger points, helping to create a terrific atmosphere.



Titan is split into ten separate 'craters', each with their own look and feel. These tunnels connect them.

'video'. True, most games that use video clips to further their plots tend to be awful. Well, rest easy. *Hardwar* uses a mix of amateur thespians and friends of the programmers and, surprisingly, they work extremely well. The clips are very stylishly shot and directed, and performed with enthusiasm, gusto and a real passion for the subject. Particularly noteworthy are the sequences with Old Man Lazarus and Psycho Bob. And the end sequence is particularly good – something else which is too often overlooked in games today.

## THERE'S ALWAYS A BUT

However, it's 'The Plot' and its implementation into the game that raises my only real concern. The idea is that 'The Plot' isn't forced upon you. If you want to just run around trading goods, making money and improving your resources, all well and good. If you want to jump into 'The Plot' feet first, go for it – be a man, my son. This method was employed by the recent flawed *Elite* games (*Elite II* and *First Encounters*), and despite all the problems those games had, the one thing they didn't suffer from was lack of scope. Not so *Hardwar*: its plot is over within a matter of days and once it's over, the game's essentially over. *Elite* stretched

**“The atmosphere is quite something – trippy, moody, serene and tense at the same time”**

its plot strands out over several months at the very minimum, and this is a model that *Hardwar* really should have paid attention to.

The problem then becomes one of holding the fickle attentions of the player. *Elite* managed this by making the non-plot elements of the game large and varied enough to keep you interested, with the potential for bettering yourself through ships, weapons and equipment. This is where *Hardwar's* lack of ambition shows. The missions available, for instance, are almost exclusively limited to trading goods for profit or hunting pirates. There are a lot of buildings, from monasteries to pubs to factories, and the potential for variety in jobs – delivering packages, taxiing passengers, running specific errands, etc – is immense. But annoyingly, none of these are part of the gameplay.

## WE WANT MORE

Thankfully though, this is the only major problem. On more or less every other level it really is one of

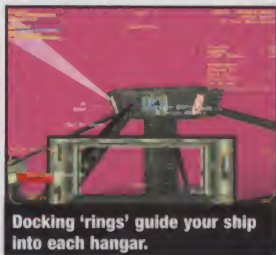




All the ships are solar powered and have to be recharged regularly at these futuristic 'recharging' stations.



There are six ship types, but you won't be able to get all of them.



Docking 'rings' guide your ship into each hangar.



Autopilots guide you in and out of each hangar bay.

## ALSO CONSIDER

**PRIVATEER 2: THE DARKENING** (EA Classics, £9.99) Big budget, big stars and big effects. *Privateer 2* is what happens to *Elite* when Hollywood get their hands on it. These days it's looking its age, but it is at a budget price so you can't really complain. **PCZ #44, 94%**

the most engrossing and playable games of late. *Hardwar* impresses in many aspects – technical, atmospheric, playability. What lets it down – although I should add 'only slightly' to that statement – is a lack of faith in its own ability; a lack of ambition. You play the game and while you enjoy immensely what's there, you can't help thinking that there could have been a whole lot more.

In many ways, *Hardwar* is half a game. Or to be precise, half of another, much larger game. If this were the engine driving the ground-based sections of something like, for want of a more recent example, *Elite*, then we'd probably be looking at the ultimate game here. You can't fault it from a technical standpoint. Just about everything 'works' – the ships, the graphics, the controls, the mechanics of trading and earning a crust. The atmosphere created is quite

something, being trippy, moody, serene and tense all at the same time. It's like *Blade Runner* viewed through Timothy Leary's herbal-stoked eyes, with the budget and enthusiasm of a British science-fiction film used for the effects. For several nights in a row I found myself playing it till five in the morning simply because I had become so absorbed I didn't notice the time.

You just wish that, like *Curly Wurlys* and sex, it could last a little bit longer. **PCZ #44, 94%**

## PCZ VERDICT

**UPPERS** Superb, utterly engrossing atmosphere • Fluid, instinctive gameplay • Excellent graphics  
**DOWNERS** Lacking in overall long-term appeal • Could have been so much more...

**85** Really, really good, but with a limited vision

## OPEN ALL HOURS

Taking the hassle out of haggling



For Sale – a beautifully situated property with off-street parking and cat flaps.

One interesting aspect of *Hardwar* is the ability to buy property. Estate agents sell vacant buildings and houses which you can then use to set up a trading post of your own. Buy up stock, put

it on the shelves, set a price and open your doors for business. You can even buy multiple properties and set up a chain of stores. Which is nice. This is especially fun in multiplayer games, as you can employ your mates to do your dirty work for you.

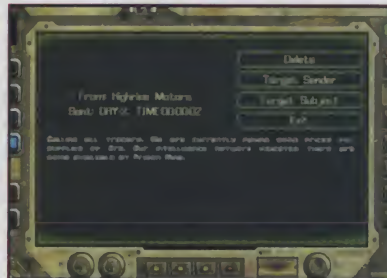
## WALKTHROUGH

### BUY LOW, SELL HIGH

A day in the life of a *Hardwar* trader...



**1** Just another day at the Alpha Trading Post. Perhaps today I'll strike it big? Perhaps today I'll earn a million? Perhaps...



**2** Ah ha! A message from Highrise Motors. Seems they want some ore and the prison mines are the best place to get it cheap.



**3** Off to the mines we go. A pretty depressing place this, but then isn't everywhere in these dark and miserable times? Hey ho.



**4** The ore's been bought at a good cheap price. Let's get it delivered. Hello, what's all this? Strange business at Downtown. That's on the way, so let's check it out.



**5** Shit! The controls are dead. And what the f\*\*k's that? Allens! Aaargh, mummy! Time to get the hell out of here – and quick.



**6** Phew! I'm still intact. And there's the target – Highrise Motors. Let's get this ore sold quick and move on to another job. Maybe I should consider teaching.





The explosions are suitably flash and noisy, and go on for ages.

# WARGAMES

★ £39.99 • Electronic Arts • Out now

**C&C clone number 1297 makes its way apologetically into the Zone offices. "Come on in and sit down," says Chris Anderson**

## TECH SPECS

**MINIMUM SYSTEM** Processor P90 Memory 16Mb RAM **SUPPORTED** D3D, 3Dfx, Voodoo1 and 2, Power VR 1 and 2, Win95 sound cards, multiplayer via Internet or network  
**WE SAY** P166, 3D card a must, as is 32Mb RAM

## ALSO CONSIDER

**TOTAL ANNIHILATION (GT Interactive, £39.99)** The best RTS around. Gorgeous graphics and addictive gameplay. **PCZ #56, 92%**

**WARCRAFT 2 (Zabrac, £44.99)** Fantasy real-time action. Pointy-hatted folk should go for this one. **PCZ #36, 82%**

**STARCRAFT (Cendant, £39.99)** Warcraft 2 in space, basically. Definitely worth checking out. **PCZ #64, 88%**

It's a fairly safe assumption that most people reading this review have seen *WarGames* the movie – it's been shown umpteen times on TV (usually around Christmas). But in the unlikely event that you haven't seen it (perhaps your TV has blown up or something), here's a brief synopsis: inquisitive boy plays with computers. Same boy stumbles across access code to American government computers. One particular government computer in particular, actually, called Joshua. Joshua simulates military warfare and presents the government

with hypothetical scenarios which they analyse in order to better their understanding of real warfare.

Joshua challenges inquisitive boy to a 'game', and the boy obliges. The government mistake events in the game for real-life events and decide the Russians are launching a nuclear attack, so they prepare their military arsenal to respond accordingly.

Everything goes predictably pear-shaped from here on in, and the boy finds himself caught in the middle of a highly amusing misunderstanding between the computer and the American government. *WarGames* is a reasonably good film, and a reasonably good backdrop for a virtual reality videogame, we're sure you'll agree.

## SHALL WE PLAY A GAME?

*WarGames* the computer game is set 20 years after the movie. You play the role of a computer nerd

(sorry, expert) who buys an action-strategy game called *WarGames* which has the ability to play real opponents in real scenarios. You find a fault in the game which connects you to a government simulator, with the result that all the events in the game are echoed in the real world (sound familiar?).

So it is, then, that you, and only you, and absolutely no one else in the whole wide world, can defeat the WOPR forces (War Operation Programmed Response, for trivia fans) and save the world. Sounds fair enough in an 'I've saved the world about 20,000 times before in a million games like this but it was quite fun so I'll do it again' sort of way.

And, indeed, when the game loads up, everything looks comfortably familiar. Little people with big guns stand alongside big tanks and make their way towards the enemy to give them what for. With one slight

exception: *WarGames* is one of many new C&C clones which are making the brave transition from established 2D environments to all-new 'real' 3D landscapes. Hold down the right mouse button, move the mouse around, and the landscape 'moves' to reflect the part of the environment currently under inspection.

The 3D camera offers you several viewpoints of the action so you can see through trees and around buildings. It pans, swoops, zooms in and out and performs all sort of amazing 3D feats to impress casual onlookers. It's also handy for scouting the terrain for possible vantage points.

Unfortunately, all this comes at a price. The developers of *WarGames* have had to sacrifice visual detail on the units and buildings in the game to accommodate the 3D terrain. As a result, *WarGames* looks decidedly dull alongside its visually stunning 2D counterparts

**"WarGames is one of the many new C&C clones making the brave transition from 2D to 'real' 3D landscapes... but all this comes at a price"**

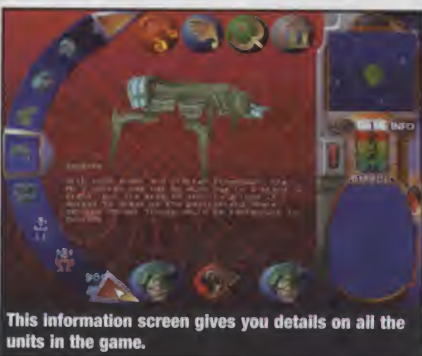




The scenery ranges from lush green forests like this...



...to cold, snow-covered mountains such as this one.



This information screen gives you details on all the units in the game.

like *Total Annihilation* (PCZ #56, 92) and *StarCraft* (PCZ #64, 88%). Nil pwah for presentation then. Perhaps the AI will fare better.

### MEN AT WORK

No one was expecting *WarGames* to have perfect AI. Most gamers have almost come to expect real-time strategy games to feature soldiers with the kind of intelligence that wouldn't get them a part-time job in McDonalds. However, nothing can prepare you for this.

Check this out, funk soul brother: there's a mission in the game which gives you objectives that send you miles from your home base. No problem, I thought, I'll leave a big pack of bazooka-toting soldiers behind to protect home sweet home. Imagine my amazement, then, upon popping back to check out my base, only to find an enemy walker blowing it to bits. Where the f\*\*\* are my soldiers? I moved

slightly across the screen. Twelve bazooka men stood two yards from this free firework display, busily inspecting the sky in case they'd missed anything of interest up there in the last few minutes.

It gets worse. Units get stuck behind trees. Grouped units split up when they're all told to go to the same place. Put simply, the AI routines in *WarGames* are among the worst I've ever seen in any real-time strategy. However...

### REASONS TO BE CHEERFUL

For some reason that I can't quite put my finger on, I know I'll still be playing *WarGames* after I've finished the review. Maybe it's the neat little touches like the hackers who upgrade your weapons and armour while at the same time downgrading enemy firepower. Maybe it's the ability to steal enemy technology; or the OTT explosions; or the emphasis on stealth over action for many of the missions, which forces you to

## CENTRE OF ATTENTION



Resource management in *Red Alert* was fairly simple: you just fought over any spice you could find lying around. Similarly, in *WarGames* you duke it out for the control of computer centres, which are the only means of getting credits in the game. The main difference here is that it's never immediately obvious where the damn things are. Some missions point you in the direction of the centres, while in others you have to scout dangerous terrain in search of vital resources. As a result, gameplay is not as open-ended as standard C&C affairs, and this alone is bound to put some people off the game.



Pay attention during mission briefings or you'll regret it later.

### WALKTHROUGH

## A DAY IN THE LIFE



**1** Mission briefing: head south and secure the river bridge. But first check out a nearby computer centre.



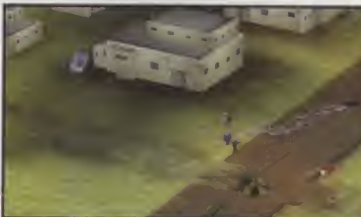
**2** Ah, this will be the computer centre then. I can start collecting vital credits once my hacker reaches this building.



**3** I'm on my way to the bridge, and look, there's a welcoming committee. But not for long, I'm in a hurry.



**4** The bridge has been cleared. I'll just take out this walker, then I'm on my way. The briefing said something about an area to the west...



**5** The enemy are happy to keep me occupied while I think about it. Hang on, is that a path leading to the right?



**6** Yes it is. I wonder what delights await me on the other side of this road? Another welcoming committee, perhaps?



**7** Er, no. There's nothing here at all, actually. I'll just take a quick peek down the end of the road and then head for home.



**8** Aaaahhh, so that's what they were talking about. And so on. And so forth. Etc.

## PCZ VERDICT

**UPPERS** Real 3D engine • Some very cool units • Very big game

**DOWNERS** Early missions take too long • Dull graphics • Extremely dodgy AI

**78** Credible attempt at creating a new breed of C&C clone



# URBAN ASSAULT

★ £39.99 • Microsoft • Out now

**Futuristic, fast-moving, violent and challenging – nothing like *Paul Lord*, then**

## TECH SPECS

**MINIMUM SYSTEM** Processor P133 **Memory** 16Mb **SUPPORTS** Windows 95 sound cards, 4xquad-speed CD-ROM, Direct3D cards **WE SAY** It looks a lot better with a 3D graphic accelerator card; but we got it to work reasonably well on a P90

**PCZONE  
RECOMMENDED**

**U**rbane Assault has the traditionally downbeat setting of a post-apocalyptic world in which armies of humans and aliens do battle in a fearsome array of computer-controlled killing machines.

The game breaks down into a series of missions as you work your way across a map of the world in *Risk*-like fashion. Each mission starts with a briefing and can have more than one objective (including defusing a bomb in about three minutes), but essentially they boil down to seizing Key Sectors and then legging it out through the Beam Gate which only opens when all Key Sectors are destroyed. (As well as single-player combat, *Urban Assault* has LAN and Internet combat options.)

The feel of the gameplay in *Urban Assault* is very much the style of *Dune II* (PCZ #01, 89%), *Red Alert* (PCZ #47, 94%) and friends – for spices and minerals, read power stations. You start each section with a limited number of vehicles. You can build more, but this requires energy, and to boost your energy you need to seize the enemy's power stations. You may not be able to see these at first as you can only see zones you have entered and

captured. So far so familiar. However, moving your pieces around the board is only part of the game. At key moments you have to leap into action with a cry of "Tallyho, chaps, follow me."

You are constantly urged to get your hands (and, let's face it, your trousers) dirty by getting involved in the combat – "No AI can match the intangibles of human leadership," the hints page insists. This was not a view many of my units seemed to share.

## TIME FOR ACTION

Once your units have gone into action, you can get involved either by simply entering a drone vehicle and getting stuck in, or by electing to be a squad leader, in which case the units in that squad will follow you around. The fools.

You can return to the Host Station (a sort of control tower) at any stage to take up the reins of strategy once more. And therein lies one of the tricks of the game: your units definitely benefit from you being around (provided you're not me), but it's all too easy to get immersed in a thrilling fire fight while elsewhere in the war zone your Host Station is being mercilessly pulverised.

Combat itself is simple but absorbing; though 'absorbing' isn't quite the word to accurately describe the instant you join: one moment you're calmly studying the contours of a map, the next you're sitting inside a tank hurtling towards a squadron of enemy helicopters while being shelled from above.

## WALK BEFORE YOU RUN

Essentially, *Urban Assault* has taken the basic but addictive strategy of games like *C&C* and *Dune II* and added a straightforward arcade game to it. Initially I thought that they'd mucked it up, because at first sight the game looks too complex. But whose fault is that? Who didn't bother to play all the training missions? Well, exactly. But once you've worked through those, the game is pretty straightforward.

It also gets pretty hard very quickly (although there are Simple Missions which you can install), and even after you've mastered all the controls it can be confusing. But I guess that's half the point.

Where *Urban Assault* really scores is in the atmosphere. The intro screens set the scene well, and the combat sequences are genuinely frenetic and exciting. The graphics in the arcade scenes are fairly basic but well-executed – the WWI tanks are great. It also has the right level of addictiveness. As your well-trained units collapse around you, you're already working out how you're going to do things differently next time and can't wait to get started again. And that is precisely what I'm off to do now. **PCZ**

## PCZVERDICT

↑ **UPPERS** Atmospheric • Addictive • Challenging • Exciting • Well thought out training missions

↓ **DOWNERS** Steep learning curve • Slightly fiddly control system • Can be frustrating

**85** An absorbing blend of two genres



Ha ha ha. Got you, you slime-based piece of corpulent... Okay, nurse, I'll keep taking the tablets.



→ You are constantly urged to get your hands (and, let's face it, your trousers) dirty by getting involved in the combat →





Now you don't want to get mixed up in that lot, do you?



## IN SPACE, NO ONE CAN GET ENOUGH SCREENS

*Urban Assault* throws a whole host of screens and icons at you. If you haven't played a full-on strategy game before they can be a bit daunting, but with time (and use of the three training modules) it all begins to make sense



**The Map:** Just like *Ronseal*, it does what it says. This is where you play the part of the strategist and bring all your Sandhurst training to bear on the battle. From here you can dispatch units, see what the enemy are up to and generally keep an eye on what's going on all around you. When you are in this mode you are in the Host Station and can build extra units as well. Which is handy.



**Squadron Manager:** By dragging units around you can create squadrons. You can also determine their aggression – from turning tail if the rear gunner so much as sneezes, to laying waste to all territory passed through. This setting is crucial – do you want to rush your units to their target sector as quickly as possible, or do you want them to capture territory on the way?



**The Battle:** Your units run in to a spot of bother so who are they going to call? Prove to the lads on the shop floor that you can mix it with the best of them (but for God's sake don't forget to keep checking back with the Host Station). The combat section presents you with cross hairs and an awful lot of targets. Fortunately, when they're destroyed you can leap into another vehicle.



Even interplanetary warfare is not immune to traffic congestion.

## ALSO CONSIDER

**Dune II** (Virgin Interactive, £9.99)

One of the first to use this form of harvest and fight strategy. Dated but still fun. **PCZ #01, 89%**

**Command & Conquer** (Virgin Interactive, £9.99) Doesn't really do anything wildly different to *Dune II*, it's just a different setting and a more modern game. **PCZ #29, 95%**

**Battlezone** (Activision, £39.99) Just for the arcade section, you understand. **PCZ #62, 81%**



Get your energy kicks by placing your host station over a captured power station.





But is it still going? There's plenty of variety in terms of terrain.



Sheevat spawn attack home base. No, not the DIY store – stupid!



Don't think much of yours. Nothing 16 pints won't sort out.

## WALKTHROUGH

### GETTING PAST FIRST BASE

The sheer range of units and buildings in **MAX 2** makes it extremely hard work. Raw materials are gold and metals, but each unit also needs power, so just building a balanced base and keeping it ticking over is a job in itself



**1** Everyone starts with a constructor and an engineer. Here, extra fighting and building units have been transported down to the planet surface. Looks like a port will be high on the list...



**2** The units spread out to explore and look for mineral deposits (yellow or blue crystals). You can mine at sea – which explains why two construction vehicles (top-left) are heading in that direction.



**3** Once you've built a plant, it's time to set the production queue in motion via the factory screen. The list to the right shows what's available, and a double click adds one to the queue. Note that you can build units at three different speeds and repeat a five-unit build cycle as often as you like.



**4** Hitting Tab switches the main menu around for convenience. Hitting Tab again puts it on top, but you lose some options. Note the use of the spycam to watch other areas simultaneously. Once your defences are in place and you've got some strength, it's time to move out.

# MAX 2

★ £34.99 • Interplay • Out now

Take a turn-based strategy game called **MAX**, mix in real-time play and you've got **MAX 2**. You're nearly there, but **Andrew Wright** finds that someone has added a few unique ingredients to spice it up...

## TECH SPECS

**MINIMUM SYSTEM** Processor P133 **Memory** 16Mb **SUPPORTS** Direct3D-compatible graphics card, any sound card plus Internet, modem, IPX and serial play  
**WE SAY** P233+ processor, 32Mb RAM

**J**ust how far can you go in the world of real-time build 'em up and blow 'em up games? You want cool 3D terrain? Try *Dark Reign* (PCZ #56, 89%). You want different races or clans? Get *Tribal Rage* (see page 104). You want more weapon and unit types? Then go for *Total Annihilation* (PCZ #56, 92%). You want the lot? Then read on...

**MAX** – short for Mechanised Assault and Xploration – lets you play one of nine races, each with slightly different unit characteristics. The original **MAX** (PCZ #46, 83%) was turn-based with an option for simultaneous movement, but **MAX 2** adds a third option: real-time play. And with at least 90 different structures, plus sea, land and air units in the game – as well as researched upgrades – you've really got to think on your feet.

In single-player mode, you can play any one of the 24 standalone missions, or there are four

campaigns with nine missions in each, or a DIY scenario using one of the 27 supplied maps. In multiplayer mode – Internet, modem, network or serial cable – up to six players can battle it out. Just select a race, buy units or upgrades, and decide where you want to land and start building.

**MAX 2** is easily the most complex of all the real-time strategy games I've played. The command interface can turn your brain to mush just thinking about it. Each unit or group can be given hold, advance or retreat orders,

there are 50 zoom levels available and a variable perspective from directly overhead to 60 degrees, although the unit detail is poor even at full magnification.

## TELL IT LIKE IT IS

Newly-built units can be given assembly areas to move to and there are unlimited building queues for unit-manufacturing buildings. The unique 'adaptive unit speech' is really cool – for example, voice messages from a unit are pitched to reflect the morale level of that unit. A spectacularly ingenious if useless feature.

**MAX 2**'s spy cameras are a nice touch. You can switch between eight different cameras on the fly – one focusing on the enemy base, for example, one on your own, one following your assault group, one on your scouts, and so on. It's handy to be able to keep one focused on any weak points in your defence, too.

The terrain is nicely handled, with 3D-rendered planet surfaces

**“The unique ‘adaptive unit speech’ is real cool – for example, voice messages from a unit are pitched to reflect the morale level of that unit. Spectacularly ingenious!”**

three levels of autofire, and unlimited waypoints into the bargain. You can even choose specific squares on the terrain grid for the final destination of a group of units. What is more,

that range from water to mountains, cliffs and molten lava, with a realistic line-of-sight option that allows sneak attacks. Terrain can be flat, rough, hill/mountain, shore, water and



downright impassable, and this directly affects movement. Fog of war is also an option.

There are six difficulty levels for computer opponents as well as variable victory conditions, and the 'non-scripted' AI means you can replay missions over and over without being able to predict enemy response. Unfortunately, the movement AI is just as naff as in other games of the genre, with group movement particularly badly affected.

MAX 2 has a few other faults, too. The interface has a rather clunky feel and can be too much like hard work when you're in real-time play and under pressure. Worse still is the restrictive 640x480 screen resolution. Combined with over-large menus and windows, you get to see far too little of what's happening on the ground, despite the sophisticated zoom control.

MAX 2 is a big step forward in a genre dominated by *StarCraft* and *Total Annihilation*. The range of units is a big plus point, and the command system gives you immense flexibility over your troops. The graphics are glorious but the cluttered screen – coupled with a clumsy interface, mediocre AI, boring sprites and a toothless scenario editor – just keeps it out of the recommended category. **PCZ**



The scenario editor only lets you change the units, buildings, minerals and gold, not the terrain. Wandering monsters are a silly optional extra.



MAX 2 lets you play one of nine races, each with their own strengths and weaknesses – you can play as slimy green things if you want to...

## GATHERING OF THE CLANS

The eight clans from the original game are now members of the alien Concord, but have the same extra abilities as they did in the original game:

- ★ **FEN (Crimson Path in MAX)** have very good sea units, especially submarines.
- ★ **CLOAKS (Von Griffin)** rely on stealth and speed. Best units are scouts and infiltrators.
- ★ **BEAKERS (Axis)** start with extra building plants and can support more units.
- ★ **KAMREN (Musashi)** are heavily armoured with good tanks, APCs, gunboats and turrets.
- ★ **AVEN (Chosen)** have cool air units. AWACs and air transports are fast, and fighters hit hard.
- ★ **PHEMERS (Ayer's Hand)** produce longer-ranged, more powerful missile units of all types.
- ★ **ASPEN (Seven Knights)** are the best defenders, with good radar, powerful turrets and potent land mines.
- ★ **ELAN (Sacred Eight)** – fast units including escorts, mobile AA guns, scouts, bombers and Corvettes. Tough, hard-hitting assault guns are neat.
- ★ **SHEEVAT** – the enemy in the original game, but in MAX 2 you can play them as well as fight them. Buildings and units have self-repairing shields, plus they have novel weapons like electrical shock tanks, blobombs and lightning cannons.



Clan choice makes a big difference...



...especially when you know what terrain you're playing on.

## PCZ VERDICT

### UPPERS Multiplayer support •

Intense action • Lots of unit command options • Some great sound effects

### DOWNERS Small, cluttered display •

Clunky interface • Limited scenario editor • Average AI • Poor sprites

**79** A worthy sequel, but it's not what you'd call a genre-buster

## ALSO CONSIDER

### STARCRAFT (Blizzard, £34.99)

Quicker to play, but lacks MAX 2's intense strategic gameplay and huge galaxy of units. **PCZ #64, 88%**

### TOTAL ANNIHILATION (GTI, £34.99)

Offers just two sides to play and no scenario editor, but has better graphics and an equally wide range of unit types. **PCZ #56, 92%**

### DARK REIGN (Activision, £34.99)

Excellent tutorials, making it much less complex despite an equally in-depth production and combat command system. **PCZ #56, 89%**



MAX 2 suffers from the same AI problems that plague every other game in the genre, but you do have unprecedented control over your units.



# DOMINION: STORM OVER GIFT 3

★ £39.99 • Eidos Interactive • Out now

**Build a base, harvest resources, train troops and make tanks. Phil Wand loves a fresh challenge**

## TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 32Mb RAM **WE SAY** Worked fine on our P133 with its common or garden video card

**D**ominion is set in the future. One of Earth's deep-space probes has encountered a transmission from an alien beacon, and an ominous message tells of a Messiah capable of wielding inconceivable power. Word spreads rapidly throughout the galaxy, and other races want 'in' with the humans and their discovery. Scorp, Merc and Darken ambassadors meet up to try and create a coalition of forces, but the talks degenerate. Fingers are pointed; angry words are exchanged; hands beckon with the universally accepted 'Come on then, if you think you're hard enough' body language. Rock music pumps out as the big

guns are wheeled forward... *Dominion: Storm Over Gift 3* puts you in the position of commander of one of the four races mentioned above. Sneaking out of the sprawling space battles, you drop-ship down to the surface of Gift 3 to set up a base, follow covert mission objectives and kick some alien butt.

## SOUNDS FUN. IS IT?

Once the pre-rendered narrative sequences have run their glitzy course, you're faced with a grim, desolate landscape: the game itself. It's not an especially pretty thing. Or, rather, it's not an especially *stylish* thing. While the buildings and base facilities are reasonably detailed, they sit

uncomfortably on old *KKND*-style patches of mud, and seem rather drab and toy-like in comparison to the altogether more purposeful vector animations of *Battlezone* and *Total Annihilation*.

But it's not just how it looks; the main problem is how it plays. Because by modern strategy standards, *Dominion* is plain stupid. For example, unless you specifically order your tanks to attack, they will stop, pull up the handbrake and turn off the engine right in front of enemy buildings;

vocabulary. Crucially, they'll stick together in tight formation when on the offence, and as a consequence they can be zapped with one well-aimed rocket.

## WORSE STILL

Defending your base is just way too easy. Unfortunately, enemy troops aren't the least bit adventurous in their pathfinding, and almost always stick to one pre-defined line of attack. So if you build fortifications in one or two key areas, you're sorted.

**"Once the pre-rendered narrative sequences have run their glitzy course, you're faced with a grim, desolate landscape: the game itself"**

troops will stand still and scratch their arses while an advancing army runs through their ranks. Ask your chaps to wake the hell up and do something and they'll reply with trite, begrudging phrases from an annoyingly small

More often than not, bad guys arrive in single file, making it easy for your gun towers to slice and dice them. In these circumstances it'd be much more of a challenge if the different races were able to exploit

## ALSO CONSIDER

### TOTAL ANNIHILATION

(GT Interactive, £39.99) Faultless interface, great graphics, totally addictive. On the downside, it could be argued that it's lacking a little in the tactics department.

PCZ #56, 92%

### STARCRAFT (Cendant, £39.99)

No trophies for the cabinet here in terms of originality, but this game is nevertheless an impressive addition to any genre fan's library.

PCZ #64, 88%

### DARK REIGN (Activision, £39.99)

A complex 3D battlefield, variable terrain and great gameplay make it almost as good as *Total Annihilation*... but not quite.

PCZ #56, 89%

### COMMAND & CONQUER: RED

#### ALERT (Virgin, £29.99)

Still the benchmark for this type of game. The downside is that it's been around for a while now and feels a bit dated.

PCZ #47, 94%



The individual units are basically the same across Human, Scorp, Merc and Darken forces.



Troops tend to be dwarfed by the sheer scale of other structures.

## THE FOUR RACES

You can play as one of four races. The units are virtually identical in behaviour except for minor variations in speed, cost and armour



**1** Humans: hugely adaptable and a lot nicer than any of the other races. Their technology is neither superior nor inferior.



**2** The Darken: experts at planetary conquest. The Darken empire is strong and a bit on the threatening side.



**3** The Bendian Mercenaries: a nomadic race from a lost world, they boast the strongest firepower of all the races.



**4** The Scorp: a nasty bunch of predators. They gain strength from huge numbers. Individually they are fast and responsive.





The key to the defence of every base is energy towers. Two of them together form a pulsating, impermeable perimeter shield.

weaknesses in each other, but they're not. Sure, they have different building styles, different colours, and make different noises (like the Darken reconnaissance unit, which says "Numnum" in a Peter Sellers voice when you click on it), but the individual units are essentially the same across Human, Scorp, Merc and Darken forces. As a result it's down to who can amass the most firepower in the shortest time. Once you realise this, the game's star attraction is gone.

Redeeming features are few. There are multiplayer options, and special troops which are able to infect enemy structures with a

virus, but their work is so easily undone they're simply not worth bothering with; especially when you consider the impossibility of smuggling an unarmed eight-foot tin can into a heavily fortified compound in the first place.

The verdict here is damning and unequivocal: don't bother. *Dominion* introduces nothing new to an old and well-established genre, choosing instead to ape an old DOS-based yardstick from four years ago. Considering the game was developed by Ion Storm, a company born of industry talents like John Romero (*Doom*, *Quake*), one has to wonder what the frag went wrong. **PCZ**

## PCZ VERDICT

**UPPERS** Good audio • Hollywood-standard cut-scenes • Right-click menu support • Multiplayer resource sharing

**DOWNERS** Far too familiar • Far too tedious • Dated, chunky graphics • Backward interface • Trailing the competition by several ice ages

**43** Not the jaw-dropping first game from Ion Storm we expected

## A LESSON IN GAME DESIGN

Since *Dominion*'s flaws are so bloody obvious and we're so bloody great, we thought we'd see if we can't redesign the whole thing right here, right now

### INTELLIGENCE

Enemy units should make their advances in scattered groups and use more than one path. This way it becomes less predictable and you won't feel like you're being attacked by a single-minded algorithm. Friendly units should by default attack all units and structures they encounter unless instructed otherwise.

### INTERFACE

Enable stackable orders – not just waypoints – and proper queued unit production. At the moment, there's a temptation to stockpile tanks and then rush your enemy for a leisurely victory.

### RACES

The game's four races need truly distinguishing features, and an ability to exploit one another's flaws. Currently, the only way forward in each mission is to assemble maximum firepower and then throw it at anything that moves.

### APPEARANCE

With *Battlezone* and *Total Annihilation* looking so good, and the delectably colourful *C&C: Tiberian Sun* around the corner, Tonka SVGA graphics just don't cut the mustard. 3Dfx options here would help immensely, as would larger troop units.

### MULTIPLAYER

Multiplayer options are too few, and those that exist are crammed into a confusing small panel. A *C&C*-style skirmish mode (ie not mission-based) with one or more AI players would keep people happy for longer.



Come on then – I'm ready for you.



The cut-scenes in *Dominion: Storm Over Gift 3* are well up to standard.



Right-click brings up a context-sensitive menu. Auto repair is the most useful feature.



"I can see the sea."  
"Shut up."



An enemy walker bears down on a squad of rocket guys and machine-guns.



Airfix tanks trundle across the icy landscape and drop shells on an enemy defensive tower.



Compared to what's around the corner, it all looks a little dated.



# WARLORDS III: DARKLORDS RISING

★ £34.99 (£10 rebate for *Reign Of Heroes* owners) • Red Orb • Out August '98

**Warlords III returns with a vengeance – and a map editor. Paul Mallinson feels his life slipping away again...**

## TECH SPECS

**MINIMUM SYSTEM** Processor P75 Memory 16Mb RAM **WE SAY** Runs fine on this minimum spec with animations switched off

## PCZONE CLASSIC

If I told you that last summer I chose to spend more than 80 per cent of my spare time locked in a darkened room playing a turn-based strategy game, you'd probably think I was certifiable. Despite the sunny weather, the abundance of top London totty, and countless party invites, this sad, humble reviewer found himself gripped by a gaming addiction so powerful that it almost caused him to lose his mind. The drug: *Warlords III: Reign Of Heroes*.

On the surface it seemed rather unassuming (especially by *Quake II* standards, the benchmark to end all benchmarks at that time), with its shitty, spoddy graphics and clichéd scenarios – not to mention orcs and goblins (gleurk!) and

turn-based gameplay – but once consumed and digested it proved nothing short of blindingly addictive. For me – as I'm sure was the same for all other *Warlords III* addicts at the time – hours turned to days, turned to weeks, turned to months. I could forget daylight. So it was with trepidation that I approached this all-new/all-improved *Warlords III* title in fear of a repeat of past excesses.

## GAYLORDS RISING

For those who don't know: the original *Warlords III* came out about a year ago through Red Orb. It featured one excellent campaign (Bane Wars), 12

**“As a turn-based strategy game, *Darklords* enables you to do exactly what you want with the minimum of fuss and effort”**

one-off scenarios, a random map generator and loads of multiplayer features. It scored



a straight 90 per cent (PCZ #55) and surprised us all.

*Darklords Rising*, although a

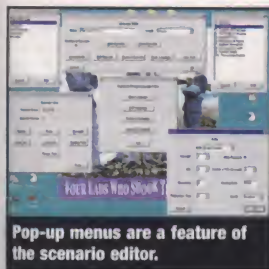
load more. Four new campaigns have been implemented: Drak-Dum – a dwarven assault on an underground fortress; Thalassia – civil war in the grasslands of Thalassia; The Horn of Kor – orcs fighting for the return of a stolen artefact; and, most interestingly, Bane's Revenge – a subtle twist of roles which sees you on the side of evil, fighting against the scourge of good. All are well put

together, and extremely challenging to boot.

Fifteen new standalone scenarios have also been included, on top of the original 23 from *Reign Of Heroes*, some of which are bloody weird and very hard to crack. On the multiplayer side of things, developers SSG have incorporated nine different types of play into *Darklords Rising* (King of the Hill, Fortress, Clash of







Pop-up menus are a feature of the scenario editor.



Darklords Rising features some real crazy level design.

## ALSO CONSIDER

**HEROES OF MIGHT & MAGIC II** (Ubi Soft, compendium £44.99) Another dull-looking, turn-based strategy game with the bite of an alligator. Slightly drippier than *Darklords Rising* but still good fun, *HM&MII* is now available in compendium form, along with a prequel and a sequel in the same box. *HM&MII* also comes with a decent scenario editor as well, so it's a tough choice. **PCZ #47, 87%**

**BLOOD & MAGIC** (Interplay, £29.99) Chunky retro graphics and compulsive gameplay can keep this game going for a few weeks, but at the end of the day it just doesn't have the same addictive pulling power as *Darklords Rising*. **PCZ #46, 71%**



The old magic is still here... Mmmm, there really is nothing better than a good old resounding victory.



The capital must be defended at all times. If it falls into the hands of the enemy you may lose the game. It is also a useful centre for troop production.



It may look dull, but *Darklords Rising* can be as saucy as you want it to be.

the Titans, among others), so if you're fully tooled-up with the Internet and can gain access to Bröderbund's Red Orb Zone, you can play much more varied games than you ever could before.

And there's more – much more: enhanced AI (which seems just as good as it was before – to be honest I didn't really notice any major differences); more heroes (five); more units (31); more spells (19); more special abilities (nine); an enhanced random map generator; and the inclusion of simultaneous turns, which enables you to charge, do battle and retreat in real time. Which is nice.

## NEXT BIG THING

The biggest addition, however, has to be the inclusion of a comprehensive scenario and campaign builder with the package. This enables *Warlords III* players to create their own games, save them and swap them with their friends. And because the files are small and backwardly

compatible with older versions of the game, non-*Darklords Rising* owners will still be able to play them. Red Orb also plan to make the best ones available for download on their website ([www.warlords3.com](http://www.warlords3.com)). The map editor is really easy to use and the documentation is good, so actually building a level is extremely easy. There are a few niggles, such as the lack of a proper 'undo' feature when laying landscape tiles, and the hit-and-miss process of judging brush size, but these are minor faults and will probably be eradicated in future updates (won't they, SSG?).

Once a number of scenarios have been built they can then be strung together using a simple Windows campaign maker, complete with rule tables and text interlude editors. It's all very 'what you see is what you get', and it had me occupied for hours on end. In fact, I'm still mucking around with the editor now, and plan to release the results into the

public domain at some point in the near future. Stay tuned, *Warlords III* fans...

## BUT I BOUGHT REIGN OF HEROES!

Red Orb, quite rightly, are offering a £10 rebate on *Darklords Rising* to those who can produce proof of purchase of the original *Reign Of Heroes* (in my case, a page from the manual). This being the case, current *Warlords III* owners can get back everything they had before, plus the editor and all these new features and enhancements, for a measly 25 quid. Even for newcomers, *Warlords III: Darklords Rising* still remains excellent value for money at full price.

It's difficult to convince people to part with their money for a game that looks as seemingly old and outdated as this. However, rest assured that *Darklords Rising* is great fun and brilliantly designed. It doesn't matter that the game is set in a fantasy world of goblins

and mages (you can do what I do, and erase it from your mind using 'mind rubbers'), because the most important thing is that as a turn-based strategy game, it enables you to do exactly what you want with the minimum of fuss and effort. Couple with that a now infinite range of ways to play, and you have what must be one of the most dangerously addictive games ever devised. **PCZ**

## PCZ VERDICT

**UPPERS** Powerfully simple but addictive gameplay • Easy to use level designer • Runs nicely on a low-spec machine

**DOWNERS** Not the sort of game you can show off to your mates • Commands a fair amount of time and effort

**90** An ambassador for the turn-based strategy genre

## WALKTHROUGH

## CREATE YOUR OWN MAP

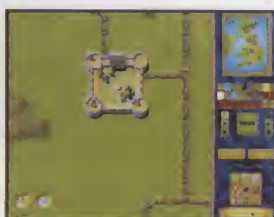
*Darklords Rising* comes with a fully-enabled scenario and campaign creator, plus its very own map editor. Here's what we've cobbled together so far – the finished level will be on next month's cover CD



**1** A title for the scenario is a good place to start, with an idea for a story to follow.



**2** Rustle up a land mass to put your soldiers on. Otherwise they'll sink.



**3** Add some castles, some roads (saves on the movement points) and some armies.



**4** Add some enemies – just make sure you don't make them strong enough to beat you.



**5** Then it's playtest, playtest, playtest. Getting the balance right is not easy.



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Accommodation	Reah Square
Meal Basis	breakfast if your lucky
No. of Nights	no less than 30
Depart from	all good games retailers 21/7
Return travel	probably
Accommodation	Reah Outskirts
Meal Basis	none
No. of Nights	no less than 30
Depart from	all good games retailers 21/7
Return travel	you'll be lucky
Accommodation	Reah Port
Meal Basis	you are the breakfast
No. of Nights	no less than 30
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WINDOWS® 95

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# JETFIGHTER: FULL BURN

★ £34.99 • Take 2 Interactive • Out now

## TECH SPECS

**MINIMUM SYSTEM** Processor P133 Memory 16Mb **ALSO REQUIRES** 4x CD-ROM, 45Mb free hard drive space **SUPPORTS** 3Dfx and Win95 sound cards **WE SAY** P166, 32Mb RAM and 3Dfx recommended; no 3Dfx then forget it!

Okay, first things first. *Jetfighter: Full Burn* is not a flight sim, it's a flight game. Flight sims require you to monitor things like alpha angle when landing. Flight games require you to land the right way up; all they want is for you to scream about the sky and generally make life miserable for your virtual enemy. And this is what *Jetfighter: Full Burn* gives you the chance to do. Taking control of either the F-22, F/A-18 Hornet or the MiG-42, you get to take off from carriers, locate enemy installations and fire off a couple of well-aimed Mavericks. And it's fun. For a while. The graphics are just about passable (although the landscapes don't inspire low-level runs, and the aircraft models are very simple), the flight modelling is on the right side of easy, and there are enough enemy aircraft and ground installations so you can always find a target.

But this is a flight game, and there are inherent problems associated with this genre. The campaign mode is lacking, with no real feeling of being part of a single military unit working towards a common goal. It's you against the rest of the world, and it can become a little tiresome after a while. Yes, you have wingmen, but with only three commands to give them you often feel that a trained chimp could perform the job equally well. The enemy AI is not up to the job of providing a decent challenge either.

*Jetfighter: Full Burn* is not a bad game, but it's not a particularly good combat sim either. If you want to jump in and feel what it's really like to be involved in a modern air war, grab a copy of DID's *F-22 ADF* (PCZ #60, 93%). On the other hand, if you just want to play *Space Invaders* in 3D and over a rolling landscape, then this could provide a few hours' worth of enjoyment. Flight sim versus flight game: you pays your money and you takes your choice.

Steve English

PCZVERDICT

68%



Bland scenery and simple models have no place in a modern flight sim.



The now obligatory FMV bits do add a little bit of atmosphere, but not much.



And Jim thought driving on two wheels would impress the laddeez!

# KKND 2: KROSSFIRE

★ £29.99 • Ocean • Out mid-August

## TECH SPECS

**MINIMUM SYSTEM** Processor P133 Memory 16Mb **WE SAY** Stick another 16Mb in your machine and it'll run like a dream

You get the feeling with *KKND 2* that someone's gone too far. The first game, which was perhaps the first *C&C* clone, was a fine addition to an emerging genre. This second outing is just tring – a clone of a clone; about as original as a flight sim, as innovative as a golf game. Do you get the picture?

Set 40 years after the first game, there are now three sides to choose from: the mutants and the human survivors make a return, and this time they're joined by the Series 9 robot army. Seasoned *KKND* (PCZ #65, 82%) veterans can expect a bevy of new units to play with, including some airborne and amphibious units. The most interesting addition here is the ability to 'create' new units by mixing and matching chassis with turrets. More importantly perhaps is that the humour that kept us going through the original game makes a welcome return. Of course, there are also some new features, including

3D terrain emulation, true line of sight and a now bog-standard mission editor. For those of us waiting for the next big thing though, there's no polygons, and certainly no spinny-rotate™ scenery. Without sounding negative, *KKND 2* is simply more of the same – more of a polished-up remake than a technology-busting sequel.

In all honesty, there isn't anything particularly wrong with *KKND 2*. In fact it's better than the first game. The missions do play rather well. And though everything is tied up well, it's hard to recommend this game when you compare it to the likes of *Total Annihilation* (PCZ #56, 92%) or *Age Of Empires* (PCZ #54, 94%). To impress anyone these days though, a game has to be either original or almost perfect. *KKND 2* is simply more fast food for RTS junkies to stuff into their heads. Easy to pick up and easy to put down.

Richie Shoemaker

PCZVERDICT

66%



A bridge too far – a game too far.



The rise of the robots and the fall of the humans.



# RISING LANDS

★ £34.99 • Ocean • Out now

## TECH SPECS

**MINIMUM SYSTEM** Processor P90 Memory 16Mb  
**SUPPORTS** Win95-compatible sound cards **WE SAY** You'll need at least a P133 to run it at an acceptable speed

Yes, folks, everybody's at it. Soon we'll have computer game shops devoted entirely to the sale of real-time strategy titles.

The one under inspection here takes place in the aftermath of a horrible war that's wiped out most of mankind (yawn). The survivors are forced for some incredible reason to live in a medieval reign of terror (snore), and it's up to you to take your clan to victory over your neighbours.

To be fair, *Rising Lands* isn't too bad. It's never going to trouble the likes of *Total Annihilation* (PCZ #56, 92%) or *StarCraft* (PCZ #64, 88%), but it does have some neat touches. For example, the option to choose which area of research you wish to look into at the beginning of every mission dictates how quickly certain technologies become available to you

in the game. The interface is pretty intuitive too, so anyone who's dabbled with the odd real-time strategy game or two will be up and running with *TRising Lands* in a matter of minutes.

Graphically it's nothing to write home about, but there's a ridiculous amount of stuff to research in the game, a huge variety of units, and all sorts of buildings can be built throughout the game that affect the gameplay and so ensure longevity to some extent. Unfortunately, if you *have* played *StarCraft* or *Total Annihilation*, this game is going to be a massive, multi-storeyed disappointment. It doesn't have the style and panache of *StarCraft*, or the stupidly addictive playability of *Total Annihilation*, but it's so easy to get to grips with that newcomers to real-time strategy games will probably find *Rising Lands* an enjoyable introduction to the genre.

Chris Anderson

PCZVERDICT

69%



Nice animated colourful characters, but hardly state of the art.



One of the cut-scenes: reminiscent of Theme Park, perhaps.



Tribal Rage's only redeeming feature is its diversity of sites.



Are trailer parks really like this?



It's choose your mission time.



This way for unoriginalville.



Steve Hill's first starring role.

# TRIBAL RAGE

★ £34.99 • Empire Interactive • Out now

## TECH SPECS

**MINIMUM SYSTEM** Processor P120 Memory 16Mb **SUPPORTS** Direct X 5.0  
**WE SAY** No souped-up machine is going to make this any better

Oh, for heaven's sake. It's a sorry fact, but the same sheep mentality that applies to the carbon copy puffy jacket, baggy trouser and trainer-wearing tossers with their pagers and mobile phones, who hang out in games arcades, also applies to games developers. When are these people going to realise that we're just not fooled by their constant cloning of other people's styles? The poor saps at Westwood must be sick to their bowels by now with the liberties certain companies have taken with their inspired *Command & Conquer* (PCZ #28, 95%) gameplay. It's everywhere.

*Tribal Rage* is the latest in a long line of 'underpant thieves' to steal from Westwood's washing line. The same old tired 'mine for ore/buy the units/send them into battle' rules apply – it's as if *Total Annihilation* never happened. To be completely fair, *Tribal Rage* at least boasts some innovation with its setting and units. Think Interplay's *Redneck Rampage* (PCZ #52, 84%) and you'll have an idea where *Tribal Rage* is coming from; it's all cyborg hicks and mutant hillbillies.

There are six radically different armies in the game, from trailer-loving white trash to Hell's Angels, each with their own troops and unique vehicles. Naturally, controlling them is tediously familiar territory. However, the campaign game lets you run wild over a large map of post-apocalyptic California, and the option to customise key vehicles, and even individual troops, adds to the appeal.

Unfortunately, while these aspects hint at originality, the whole shebang is let down by uninspired and sloppy graphics, and a control bar which takes up half the screen; not to mention that it lacks any of the ingenuity shown in the missions offered by *Red Alert*, *TA* or even *Dark Omen*. Please, if you're going to copy someone else's gameplay, at least do it well. This is like a forgery of a £10 note, but with a cat's arse in place of the Queen's face.

Paul Rose

PCZVERDICT

54%



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PC Format, July 1998



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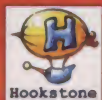
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Catapult the fireballs back and watch as your enemies boil in the lava. An example to children everywhere.



One of the largest levels is the world selection screen itself. Completing a world gains access to others.

## GEX 3D: ENTER THE GECKO

★ £39.99 • Ubi Soft • Out now

### TECH SPECS

**MINIMUM SYSTEM** Processor P166 Memory 32Mb RAM  
**ALSO REQUIRES** Windows 95, 4x CD-ROM drive, 3D card,  
 16-bit sound card **WE SAY** Analogue Joypad essential

**ZONE RECOMMENDED** The first of what will no doubt be a slew of *Mario 64* clones coming to the PC over the next few months, *Gex* is a shining example of how to make the transition from 2D platformer to 3D... competently. There are no real bells to speak of, and certainly not much in the way of whistles, but had this come out in a world devoid of Mario's latest technicolour adventure it would undoubtedly be raised upon the games community's collective shoulders and possibly be seen stepping out with one of the Spice Girls.

Everything about this game is fine. The levels, while not up to the sheer vastness of *Mario*, are far larger than the PC's only other runner in this race,

*Croc* (PCZ #63, 79%), and provide an immersive feel that only the likes of *Tomb Raider* (PCZ #45, 95%) have managed as you wander around your computer-generated world. The controls, too, are good – perhaps a little jerky as you turn; but the lack of ability to rotate on the spot seems ludicrous, making precise directional jumping hair-pullingly fiddly. However, this is more than compensated for by the superb control given over the 'camera' position. Three levels of control are offered, from manual to fully automatic, making it impossible to 'lose' yourself on-screen.

My only gripe is with Leslie Philips (he of the 'Ding-dong' catchphrase in *Carry On Nurse*). He is the persona of Gex himself, supplying a 'witty' remark every few seconds. Funny occasionally in old films, but bloody irritating every five seconds in a game. Why can't you turn him off?

Gareth Ramsey



*Chekov's Lost Missions* – should've stayed that way.

### STAR TREK: SFA - CHEKOV'S LOST MISSIONS

★ £14.99 • Interplay • Out now

### TECH SPECS

**MINIMUM SYSTEM** Processor P90  
 Memory 16Mb RAM **WE SAY** You really need 32Mb RAM and a better processor. 3Dfx support has now been incorporated

### PCZONE PANTS

Ah, *Star Trek*. "Beam them over, Jock!" "Use the force, kid!" "You feeling lucky, punk?" One of my all-time favourite films. *Starfleet Academy* was the first *Star Trek* game to let you really sit in the Captain's chair, commanding the Spaceship Energise. (Do you even know what *Star Trek* is? – Ed)

*Chekov's Lost Missions* is an add-on mission pack for the action sim, and the bottom line is they needn't have bothered. Add-on packs are tricky beasts to get right. You don't want to make any radical changes to the original game or you might as well call it a sequel, but at the same time you don't want to offer too little or people will ask why you didn't include it all in the first release. *CLM* fits into the latter category as though it were born to it.

The pack offers seven new single-player missions and two new multiplayer games. And nothing else. None of the missions offer much more than those in the original game. They're all separate entities that can be accessed at your discretion and don't have any kind of linking storyline, as with the original. There are supposedly some extra gameplay features such as external views and shield indicators, but the truth is that these were already covered in the freely available patch for the original game.

Interplay should have created a larger, story-based campaign that involved the actions of your crew more (à la LucasArts' *Mysteries Of The Sith*, PCZ #62, 95%). I'm afraid that seven basic missions simply isn't worth the asking price.

Paul Presley



Some in-game highlights that fail to live up to their name.

### SOCCER NATION

★ £24.99 • Attica Interactive •

• Out now

### TECH SPECS

**MINIMUM SYSTEM** Processor P90  
 Memory 16Mb RAM **WE SAY** If that's what turns you on

### PCZONE PANTS

Or Jack Charlton's *Soccer Nation*, to give it its hastily endorsed full title. Of course, Charlton has probably never seen this game in his life, and slapping his gurning boat race on the box is no more than a hateful ploy to steal your money.

We first saw this game about a year ago, and it has since been tossed between publishers like a hot potato, finally landing at the door of Attica, who have yet to make discernible inroads into the wonderful world of games. *Soccer Nation* is unlikely to help their cause, despite its ambitious



OFFSIDE against Piechnik  
 Jack Charlton must be really hard up.

plans to unite the world with its online league. This has yet to really get started, although if it's anything like the single-player game it'll never catch on.

The point of management games is that you vicariously take charge of your favourite team, along with the players that you watch every week. Due to *Soccer Nation's* online aspirations, they've had to use made-up names and teams, thus losing any authenticity and interest. Even if these details don't concern you, *Soccer Nation* is still little more than a no-frills management game with a rudimentary graphics engine and some 'comedy' commentary. Leave well alone.

Steve Hill

PCZ VERDICT

82%

PCZ VERDICT

30%

PCZ VERDICT

10%



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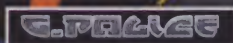
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## VIRTUAL CHESS II

£29.99 • Digital Integration

### TECH SPECS

**MINIMUM SYSTEM** Processor 486DX/100 **Memory** 8Mb RAM **WE SAY** P120 and 16Mb RAM recommended

### PCZONE PANTS

It may be a noble board game, but *Virtual Chess II* from Titus rams home just how bad a game of chess can be. It isn't the mechanics that *Virtual Chess II* fails on – it plays as mean and complex a game as any other chess sim. It's the presentation that screws it up. The 3D board is horrifically jerky even with a 3D accelerator; while the analysis engine has a habit of freezing and stopping you from moving – sometimes it forgets you're even there and plays by itself. This is a collection of bugs, bad programming and ill-conceived ideas. Stay away!

Paul Presley

**PCZVERDICT** 25%

## SEVEN KINGDOMS: ANCIENT ADVERSARIES



Same game, and then some.

£39.99 • Interactive Magic

### TECH SPECS

**MINIMUM SYSTEM** Processor P90 **Memory** 16Mb RAM **WE SAY** You'll need 32Mb RAM ideally

Owners of *Seven Kingdoms* will no doubt be chuffed to see this game, which is essentially an expansion pack for the original but sold as a standalone game. In normal cases such as this we would slag off i-Magic for such cynical marketing. However, existing owners of the game can download an *Ancient Adversaries* patch from [www.iMagicgames.com](http://www.iMagicgames.com) for free, or you can send back your boxed version and get a new boxed version for £5. This is highly commendable, and the game's not bad either. We criticised the original for lack of depth, but with the arrival of *Adversaries* and its new races it's now a much more appealing proposition. A bargain, in fact.

Chris Anderson

**PCZVERDICT** 75%



Interactive movie meets encyclopedia.



"You heard the one about the chicken and the marrow?" Thought not.

## EGYPT 1156BC

£34.99 • Cryo Interactive Entertainment • Out now

### TECH SPECS

**MINIMUM SYSTEM** Processor P90 **Memory** 16Mb RAM **SUPPORTS** Windows 95, Direct X 5.0 **WE SAY** You could probably get away with a P75. Just

The Ancient Egyptians were funny buggers, obsessed as they were with death and pulling people's brains out through their noses. Mind you, they knew how to throw a funeral that'd make your grandad's cremation look a bit shit.

There's plenty of death in Cryo's *Egypt 1156BC*, which puts you in the role of a juvenile Egyptian detective trying to clear his old man of the charge of robbing a tomb. It's part pre-rendered adventure game, part multimedia encyclopedia. As you wander through scenes, clicking on objects or hieroglyphics, the game offers up salient snippets of information, some of which are mildly interesting.

These *Myst*-style adventures are usually mind-numbingly tedious, but with its convincingly rendered environment and authentic historical setting (the characters' accents are a bit iffy, however), *Egypt 1156BC* proved more absorbing than most games of its ilk. It's not so much the plot that drives you onwards, but the desire to examine an era and a people who found building tombs as interesting as we find, say, hard-core pornography.

It goes without saying that this isn't for everybody; certainly if all you care about is who you're going to shoot next, the pace of *Egypt* will drive you insane. Even the occasional opportunity to hit a snake with a stick doesn't detract from the core of the game: an adventure which takes itself very seriously.

Paul Rose

**PCZVERDICT** 70%



So whose bright idea was this, then?

## STREET FIGHTER ALPHA

£14.99 • Virgin • Out now

### TECH SPECS

**MINIMUM SYSTEM** Processor P100 **Memory** 16Mb RAM **ALSO REQUIRED** Windows 95 DirectX 3, 2Mb Direct Draw-compatible sound card **WE SAY** That'll do nicely – a better machine would be wasted on this

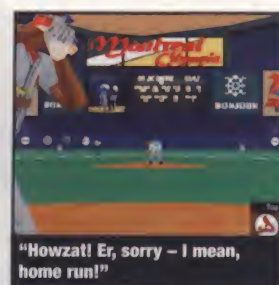
For those too young to have ever squandered their grant on the real ale-encrusted arcade machines down in the Student's Union bar, *Street Fighter* was one of the last in a long line of 2D beat 'em ups that started with games such as *International Karate* and *Way Of The Exploding Fist* back on the old 8-bit home computers. It was ousted, quite rightly, by the *Mortal Kombat* series, and since that time 3D efforts have more or less taken over, although the genre has lately seen a steep decline.

Without putting too fine a point on it, *Street Fighter Alpha* is a bit of a con. There isn't nearly enough to justify 'upgrading' from a previous version, and next to more recent titles it looks like the dinosaur that it is. Graphically it's supposed to have been improved, but the jerky animation and blocky sprites do little to emphasise the point. There are some new special moves and a training mode, but if you want to experience the game you should be able to find the original somewhere for a fiver.

Even at this mid-price it's hard to find a reason to recommend why anyone should be prepared to shell out on what is basically an ancient beat 'em up that, on the face of it, looks largely unchanged from the original. For a simple one-on-one slapfest, *The Last Bronx* (PCZ #62, 87%) is probably your best bet. Though if you really want some retro face-slapping action brought up to date, why not hang around a bit longer for *Mortal Kombat 4*. Or, why not beat up your little brother, or someone else's. (Slap! Ow! Slap! Ouch!)

Richie Shoemaker

**PCZVERDICT** 44%



"Howzat! Er, sorry – I mean, home run!"

## HARDBALL 6

£39.99 • Accolade/EA • Out now

### TECH SPECS

**MINIMUM SYSTEM** Processor P90 **Memory** 16Mb RAM **WE SAY** Without a Direct 3D-compatible card, will run like porridge on anything less than a P166

Let's be honest here and say that 'going to the ball game' is just an excuse to wear stupid hats and eat hotdogs, just as cricket is an excuse to get sunburnt and drink quarts of beer from plastic pint tumblers. Not many of us understand baseball's alleged intricacies, and just as with any other American sport we don't particularly want to – unless it's fashionable to do so. One day soon, baseball shirts will become required wearing. Then, like the Raiders jacket and the Bulls T-shirts, they'll be discarded into the 'I'll wear it when I do the gardening' pile – along with that grey England shirt from Euro '96 and the sarong you bought just before the World Cup.

Unfortunately though, to get to grips with this program – *Hardball 6*, that is – you have to do your homework. You have to read, learn, and read again; this isn't just a simple 'rounders' game you can pick up and play. This game is action and simulation rolled into one, and if you know how the real thing ticks you're halfway there.

Next to *Triple Play 99* (PCZ #64, 90%), *Hardball 6* looks and sounds far inferior. In fact it would be fair to say the graphics are pretty dire, with some incredibly wooden animation to back it up. Even with the wealth of editable stats on offer it doesn't feel anyway as atmospheric as EA's other title.

For anyone who knows only a little about baseball, it's incredibly difficult to get a feel for the game, and being English doesn't help. The expatriate American will certainly find a lot more depth, but the rest of us should stick with *Triple Play 99* and be happy with the superfluous gloss and the slick presentation.

Richie Shoemaker

**PCZVERDICT** 61%



# BUDGETZONE

As summer belatedly hits our rain-soaked shores, there's more reason than ever to stay in front of your PC, especially as none of us can afford to go out anymore...

★ REVIEWED BY Richie Shoemaker and Chris Anderson

## MEGA3PAK VOL 1

★ £29.99 • Megamedia

### TECH SPECS

**MINIMUM SYSTEM** Processor P90, although *X-COM* will run on a 486DX2/66 Memory 16Mb RAM; 8Mb RAM for *X-COM* **SUPPORTS** 3Dfx (*Carmageddon* only) **WE SAY** A P133 with 32Mb RAM would be just perfect

**PC ZONE CLASSIC** Rather inconspicuous packaging for a collection of games that on their own have yet to be bettered a year or so after their original release.

The first game, *Carmageddon*, needs little introduction – the sequel should soon be with us and the original graced these pages just a few months ago. That it was the *PC Zone* game of '97 is all you need know.

The second offering, *Ecstatica II*, is also a cut above everything else out there. It's a devilishly difficult adventure game that acknowledges such cinematic classics as *Alone in the Dark* and throws in enough swordplay to keep you going for weeks. The animation is still mighty impressive even after a year of 3D-accelerated overkill. If you liked the first one, you'll love this.

Finally, we have *X-COM* *Apocalypse*, another game which for regular readers will need little introduction. Well-documented as one of *Zone's* fave games of all time, it comes as no surprise that squad-level strategy is the order of the day, with a

fair old chunk of research and resource management thrown in for good measure. The game can be played in real-time or old-school turns, so its appeal should be universal. The graphics are starting to look a little jittery, but if you want something a little bit different then *X-COM's* the game to be seen with.

As compilations go, this one is near perfect. You won't find a better offer until we see the likes of *Total Annihilation*, *Quake II* and *Jedi Knight* in the same box – which, let's face it, ain't never gonna happen.

### PCZVERDICT

93%



*Carmageddon* (above), *X-COM Apocalypse* (above right) and *Ecstatica* (right): for once a superb, well-rounded compilation.



### DARK EARTH

★ £9.99 • Powerplus

### TECH SPECS

**MINIMUM SYSTEM** Processor P75 Memory 8Mb RAM **SUPPORTS** All gamepads **WE SAY** You need at least a P133 and 16Mb RAM

**PC ZONE RECOMMENDED** Billed by developers Kalisto as an action/adventure, *Dark Earth* is more of an open-ended 3D beat 'em up,

with a few puzzles dotted around the place for good measure. Typically for a French game, the graphics are very impressive, despite the lack of 3D acceleration support. Also typically for a French game, *Dark Earth's* puzzles are more than a little obscure, which may put some people off.

However, weird puzzles and Frenchness aside, fans of games like *Tomb Raider* (PCZ #45, 95%) will find much to enjoy in this game. The beat 'em up action is well implemented, with the main character having a wide variety of moves, and the storyline, which tells the tale of a world plunged into darkness, is both believable and engrossing. No match for *Tomb Raider* then, but an

enjoyable diversion nonetheless.

### PCZVERDICT

80%



### BATTLE ISLE 2

★ £9.99 • Blue Byte Classics

### TECH SPECS

**MINIMUM SYSTEM** Processor 386 Memory 4Mb RAM **SUPPORTS** MS-DOS 5 **WE SAY** If you've got Win95, you could be in for a hard time

Hex-based, turn-based and showing its age graphically, *Battle*

*Isle 2* would seem to have everything going against it. But it is a fine example of serious strategy gaming.

There are no flash graphics to speak of in any of the *Battle Isle* games, but this is more than made up for by the incredibly in-depth and stupidly addictive gameplay, which puts the predictable and simplistic action in today's *C&C* clones to crying shame.

*Battle Isle 2* features more missions and a wider variety of units than you can shake a stick at, and much 'thinking' is required at every turn if you want to progress in the game (*C&C* fans can look up the word 'thinking' in any good dictionary).

So what are you waiting for?

Rush out and buy it. Except no, don't, because news has just broken that *Battle Isle 3* (which is a lot better) should be out on budget pretty soon (we've been told next month). So hey, why not wait for that?

### PCZVERDICT

65%



### SETTLERS

★ £9.99 • Blue Byte Classics

### TECH SPECS

**MINIMUM SYSTEM** Processor 386 Memory 4Mb RAM **SUPPORTS** MS-DOS 5 **WE SAY** If you've got anything less than that, you really are unfortunate

This is one of the most addictive real-time strategy games ever made, and its compelling depth of gameplay exposes today's many unimaginative *C&C* clones for the waste of space they really are.

Take control of a village and its inhabitants, build a thriving economy, and beat the hell out of enemy villagers in your quest for total control of the world.

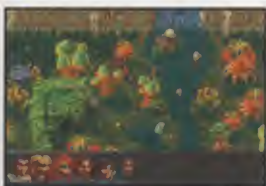
Resource management and research feature more prominently in *Settlers* than your average 'build and bash' *C&C* rip-off, and the game proves all the more addictive because of it.

You're probably thinking, then, that you should rush out and buy it immediately. Well, er, hold on a minute – it is getting a bit long in the tooth. The graphics are 256-colour VGA and look a bit crap alongside more modern affairs, and news has just broken that *Settlers 2* (which is a lot better) should be out on budget pretty soon (we've been told September). So hey, why not wait for that?

### PCZVERDICT

65%



**ALBION**

★ £9.99 • Blue Byte Classics

**TECH SPECS****MINIMUM SYSTEM** Processor 486  
Memory 8Mb RAM **SUPPORTS** MS-DOS 5 **WE SAY** That'll do nicely

This strange little RPG aspires to creep into the Origin trophy room to steal the sacred *Ultima* crown of role-playing excellence, but succeeds only in demonstrating how little German developers understand the tastes of English and American gamers.

Strange people with strange pointy heads and questionable attire inhabit the planet of Albion, a world as rich in flora (trees and flowers and stuff, not margarine) as it is in peculiar alien beings. The plot puts you in the role of Tom Driscoll, a pilot who crash-lands on his way to the lifeless world of Albion, only to discover on his untimely arrival that the planet is in fact inhabited and rich in flora. Thus, with the help of up to six team members, your quest is to find out the truth about this strange planet and report back to base with your findings.

Gameplay is a mix of interacting with the inhabitants of Albion, and taking on nasties in turn-based combat. If you can put up with the 'strangeness' of the whole affair you may find *Albion* a reasonably engrossing RPG.

**PCZVERDICT** 68%**CHEWY - ESC FROM F5**

★ £9.99 • Blue Byte Classics

**TECH SPECS****MINIMUM SYSTEM** Processor 486/33  
Memory 4Mb RAM **WE SAY** If you must

**PCZONE PANTS** Here's a new and innovative way of naming games:

why not just hit a few keys at random and, voilà, hjksd - *Return 2 Home*. But seriously, for those still wondering what this game's all about, Chewy is the guy you

control and F5 is the alien planet which you must 'esc' from. Inspired, isn't it? When you kick off in a cell and have to find your way out? Inspired? Yeah, right.

So what we have here, then, is a point-and-click adventure. Similarities with LucasArts cannot be avoided, save for the fact that there's little chance of you bursting into laughter unless: a) you're only six years old, or b) you're 96 years old. In either case you'd be more interested in keeping your plastic-coated pants from filling up. It's just not funny in the slightest. It's quite simple really: great adventure equals *Sam & Max*. Chewy doesn't even enter into the equation, hence it coming 'straight to video'.

**PCZVERDICT** 10%**IGNITION**

★ £9.99 • White Label

**TECH SPECS****MINIMUM SYSTEM** Processor P90  
Memory 16Mb RAM **SUPPORTS** 3Dfx patch available **WE SAY** No problems there

**PCZONE RECOMMENDED** What is it you desire in a racing game? If it's speed and realism, then you can forget *Ignition*. If instead you

crave a simple game that's attractive and more than a little addictive, then this quirky little racer is for you. The tracks are varied, the cars are fun, and there's something for the single player and the network gamer alike. Play the game in split-screen mode against a chum and it's even better.

Admittedly, the viewpoint takes a few minutes to get used to, and a few more than the seven or so tracks would've been welcome, but once you've succumbed to the game's charms you'll find it hard to justify disliking this simple racer.

The most important thing here is that *Ignition* has that elusive 'thing' about it that keeps you coming back for more and more, even months after you've completed it. If you missed the fun first time around, I implore you not to miss it this time. It's one of the few games that absolutely everyone can enjoy.

**PCZVERDICT** 80%**RESIDENT EVIL**

★ £9.99 • White Label

**TECH SPECS****MINIMUM SYSTEM** Processor P90,  
3Dfx Memory 16Mb RAM **SUPPORTS** Voodoo2 patch available **WE SAY** Consider a memory upgrade

**PCZONE RECOMMENDED** You've seen gore god Romero's TV ads for the

sequel. You may have cacked your shreds enough already playing it on the PlayStation. But the closest you'll come to soiling-er-briefs on the PC is with this, the original and surely the first 3D accelerator-only title to appear in the cheapy bins. It's upgrade time again for you poncy P90 owners. Sorry, but that's the way it is. Lesson over.

So while we scratch at the walls waiting for the PC sequel, we're going to have to just get on with the first horror adventure. If you've never played a 3D adventure before you'll love this one. The puzzles are simple enough, and the blood-soaked graphics are excellent. The music really does add to the shit 'em up factor, and the entire mood of the game is scary enough to stop you playing when it gets dark outside (unless you fancy having nightmares), and cheesy enough to allow the odd snigger to pass your drooling lips.

On the downside, the console-style save feature and inventory system is a little annoying. Even more upsetting is the irrelevant creaking door cut-scene that's been slipped into every location change. That said, *Resident Evil* is probably the scariest adventure you'll play, and at this knock-down price all can be forgiven. Buy it now.

**PCZVERDICT** 82%**JIMMY WHITE'S WHIRLWIND SNOOKER**

★ £4.99 • Sold Out

**TECH SPECS****MINIMUM SYSTEM** Processor 286  
Memory 640K RAM (blimey!) **WE SAY** The most advanced bit of kit you'll need is a CD drive

With a sequel of sorts waiting in the wings, the old snooker balls are being rolled out once more - although this game is hardly likely to whet your appetite for what's to come.

*Whirlwind 2* was a classic of its day, featuring a 3D table and accurate ball physics for the first time. Now, of course, it looks pretty ropy, the graphics looking more functional than attractive and the wealth of options lying a bit thin next to more recent pool-oriented efforts.

As a simple snooker sim it does the job, but it's only really a game for two players - the four computer opponents are almost too good, and it gets pretty boring losing all the time. All in all, it's not bad, but our advice would be to save your fiver for *Whirlwind 2*, which looks the business.

**PCZVERDICT** 62%

# F-16 FIGHTING FALCON

★ £4.99 • Sold Out

**TECH SPECS****MINIMUM SYSTEM** Processor P90 Memory 16Mb RAM **SUPPORTS** 3Dfx  
**WE SAY** It supports 3Dfx - use it

**PCZONE CLASSIC** Last month we said *Joint Strike Fighter* would rule the budget skies. Little did we know that Digital Integration's *F-16* was on its way, bypassing the usual mid-price route and instead touching down for the pauperishly low price of a fiver. Not only that, but it's got 3Dfx support built in. What more could you ask for - a classic flight sim, barely a year old and available for the price of a pint and packet of pork scratchings (that's a 500g economy bag, of course).

So what is it about *F-16* that makes it so good? Well, it's quite simple really: it's just a job done well. Nothing in it is particularly original or ground-breaking (three campaigns, quickstart missions and a training mission are par for the course these days), but it adds up to more than the sum of its parts and is still the best *F-16* flight sim you can buy. Even *Falcon 4*, when it eventually arrives, is unlikely to prove such superb value for money.

**PCZVERDICT** 91%

“What more could you possibly ask for - a classic flight sim, barely a year old and available for just a fiver”



*F-16 Fighting Falcon* looks pretty good without a 3Dfx card, and even better with one.



# PCZ SUPERTEST

# F1 RACING GAMES

**G**overnment-funded research has shown that if you're a woman and you have a car, the chances are you don't really care that much what people think about you and your driving as long as you can get safely to the shoe shop and back. If you're male and you have a car, on the other hand, there is a 75 per cent chance that you think you're a pretty good driver. Unless you're male and come from Basildon, in which case there's a 100 per cent chance that you think you're a very good driver indeed. You will also have the IQ – and the face – of a macaque monkey, the body of a French tyre company's emblem and the hand/eye co-ordination of sea coal. And you will spend half your time adding large pieces of

Depending on your point of view, Formula 1 racing games are either a necessary evil or the bastard love-child of Satan and Murray Walker. Or... er... maybe just a bit of harmless fun. Who knows? *Patrick McCarthy* picks the Ferraris from the Minardis

expanded plastic from the Demon Tweaks catalogue to the bodywork of your Ford XR TinyPenis, and the rest crashing said TinyPenis into other road users, like some kind of evangelist bent on converting as many people in the world as possible to the joys of whiplash-based spinal injury.

But back to the normal male car owner. You think you're a pretty good driver. You think, in fact, that given the chance early in life and some absurdly rich, indulgent parents, you too could

have had a pretty good shot at this Formula 1 racing driver malarkey. It doesn't look as hard as all that, after all. And although they say they're doing 70mph on those slow turns, it only really looks like about 25mph. They're bound to exaggerate, aren't they? It makes them look better. And so on. This is where Formula 1 games come in. Basically, they're for everyone who thinks they're a pretty good driver but doesn't want to prove it on the streets of Essex for fear of hospital fees or road rage retaliation.

There are loads of these games out there. They're not all Formula 1 games, admittedly – one or two are IndyCar games, which is Formula 1 for people who aren't very good drivers. But we thought we'd have a quick shufti at half a dozen of the newer ones, rating them against each other (ddoing it as a kind of F1 'race') in a number of different areas.

The games we're looking at are: Ubi Soft's *F1 Racing Simulation (F1RS)* (PCZ #59, 93%) ; *F197* from Psygnosis (PCZ #62,

## F1 97



If he got really low in his seat, Damon thought he could trick people into thinking the car was driving itself.



Point-zero-two seconds later, the world's finest racing car photographer was no more.



## F1 RACING SIMULATION



Ian liked to park on the zebra crossing and beat up children, and OAPs carrying shopping bags.



The wild man of Formula 1 sometimes deliberately drove off the racing line.



Marmaduke's enthusiasm had got the better of him again. Something had to give.



Only a madman finds himself in sixth gear at this point on the circuit.



Gavin often amused the fans by parking sideways after a blind corner.

92%); Microsoft's *CART Precision Racing* (PCZ #61, 72%), which is an IndyCar entry; *Andretti Racing* (PCZ #60, 73%) (EA) – another IndyCar thing; *Prost Grand Prix* (first review) from Infogrames and, because no racing round-up would be complete without the grand(prix)daddy of them all, even though it's getting on a bit now, *F1GP2* (PCZ #38, 95%) from MicroProse. There are others out there, like *NASCAR 2* and *IndyCar 2*, but they're old now, and not as directly relevant to we Brits as *F1GP2*. Got that? It makes a crazy kind of sense. Here we go, then. Five red lights are on, etc, etc...

### THE START: PACKAGING

We wouldn't normally mention the packaging when we look at a game, but this is a special

occasion. Look on it as the starting grid. Our esteemed Deputy Editor handed me *Prost Grand Prix* in a pub, and I put it on the table while reaching for my bag. A woman friend of ours on the next table asked if it was a frozen fish ready meal. That's not

**“F1RS's sampled engine noises are spot-on, CART sounds pretty good, and few things sound as impressive as the NASCARs in *Andretti* – you feel like invading Poland in them”**

good, and it's got to be worth a slipped clutch at the start. All the other boxes just look like David Coulthard's jaw. So everyone else roars away, leaving *Prost Grand Prix* stalled on the grid.

### OPENING LAPS: MENU STRUCTURE AND EASE OF USE

Getting to the bits you want in a complicated race game – especially when you have to control elements such as the tyre set-up, ride height,

downforce settings or deciding a refuelling strategy for every race – can be a Kafka-esque nightmare or a piece of piss, depending on how carefully the designers have done their job.

*F1 RS* scores very highly here, with a host of options all nicely presented. Basically it seems to have looked at the options in *F1GP2*'s legendary collection and simplified the layout. It also has the only straightforward graphic depiction of a gearbox ratio alteration screen I've ever seen. You can use a symmetry button toggle in the case of courses with predominantly one cornering direction, there are driver and engineer set-up sections, and everything can be printed out.

*F1 97*, on the other hand, is a nightmare. Even loading and saving a game as you work through a season is time-consuming – menu structures seem to have been designed entirely at random, with little or no thought for how easy it is to

get to them mid-game. It's like a lateral thinking test devised by a master criminal (read our review in issue 62 for the full horror). Otherwise everyone's pretty much sorted. *Prost* makes up some time here, too: the menu structure is idiosyncratic and old-fashioned (it's French, after all), but at least it works in practice. *Andretti*'s has so little to mess up it can't really go wrong.

**RACEORDER:** 1F1RS  
2F1GP2 3CART  
4Andretti 5Prost 6F197

### TYRE CHANGE: DIFFICULTY LEVELS AND RACE CUSTOMISATION

All the games let you choose between levels of difficulty. *F1GP2*, *CART* and *F1 RS*, the pure simulations, give you the most in terms of fine tuning exactly how easy or difficult the game is to play. You can do everything from having your spin-outs automatically righted and a correct racing line drawn on the track, to having the game brake automatically at the correct point (a bit pointless if you ever want to overtake anyone), or even ensuring you don't stray from the racing line (see overtaking comment above). *CART* also ensures that you don't leave the track – needless to say, it's best to have pit-stops switched off in this case.



Monaco: home to royalty, celebrities, most F1 drivers and dyslexic advertising agencies.



Michael eagerly surveyed the field ahead of him, thinking how many of them he'd be able to ram.



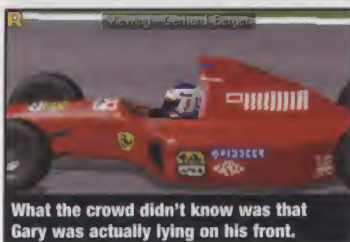
## F1 GRAND PRIX 2



Terry persuaded everyone to park in the tunnel and trick the Monaco crowd into thinking they'd all crashed and died.



Norbert's personal hygiene problem meant the other drivers refused to let him use the racing line.



What the crowd didn't know was that Gary was actually lying on his front.



Clarence always managed to find the time for a picnic.



The cameraman lying on his car caused Larry to spin and face the wrong way.



Vampire drivers never show up in the mirrors.



Of these three, *F1 RS* offers most variety, with an option to race time trials and against a ghost car, while *CART*'s easiest level gives you about a 100mph speed advantage over everyone else – which makes oval circuit racing on rookie level easier than talking Caroline Quentin into a fifth slice of cake. *Prost*, too, has most of the more obvious driving aids, but without the sheer number of options and fine tuning available in the other three.

*F1 97* is more arcade-orientated than these three anyway, so has a fairly basic difficulty level option, but it comes with a whole other arcade section in which you can abandon all pretence of proper F1 driving, and slide the car about like a miniature hovercraft. *Andretti Racing*, on the other hand, has very basic single race/complete season options, but does offer two forms of racing: IndyCar or those gigantic five-ton NASCAR

things that sound like they have an M1A1 tank engine in them.

**RACEORDER:** 1F1RS  
2F1GP2 3CART  
4Prost 5F197 6Andretti

### MID-RACE: GRAPHICAL LOVELINESS

Unlike a real F1 race, there's not going to be some dramatic overtaking here. *F1 97*, for

hugely complicated street courses like Monaco. And you certainly won't get rear-view mirrors. *F1 RS* manages to be both very detailed and run extremely smoothly. *F1GP2*'s hires mode is good, but slightly long in the tooth these days. *CART* is alright, but by no means stunning. *Prost* is, frankly, a bit ropy. The logoed tyres, for example, look like whitewalls. It does move extremely quickly as a result,

wise, *F1RS* also has the edge, followed by *F1GP2*. *F1 97*'s spray effect looks like alien headlights, and *CART*'s rain looks three years out of date.

**RACEORDER:** 1F1RS  
2F197 3F1GP2  
4CART 5Prost 6Andretti

### REFUELLING: COURSES AND TEAMS

All the F1 games have recognisable versions of the courses from an F1 season. Depending on when the game was made, you'll have different courses, with *F1GP2*'s being the most out of date. It's arguable whose are the most accurate – short of jumping into a car and zooming about ourselves, we'll never know anyway. They all seem pretty good. *Prost*'s have the least 'authentic' air, but that's probably as much to do with the graphics as anything else. If you

want sheer numbers, *CART* has the most, and used satellite positioning systems to build them to an accuracy of 10cm (it says here); but given that a large number of these are glorified roundabouts, the actual variety of track is less than in the F1 games. *Andretti* has pretty much the same selection, but they don't look as nice.

As with the courses, so with the teams. They're all out of date, but *F1 97*'s is the most current. *Prost* (perhaps unsurprisingly) only has the license for their own team, so all other teams and names are made up (but at least you can change them if you're that bored); even those with full FIA licenses, like *F1 97* and *F1 RS*, have a fictional name for Jacques Villeneuve (the tit). Both the IndyCar games have all the right teams and drivers (if anyone cares). *CART* lets you switch them about but, like in *F1 RS*, you can't drive under your own name. All

“Getting to the bits you want in a complicated race game can be a Kafkaesque nightmare or a piece of piss, depending on how carefully the designers have done their job”

example, looks very good indeed, but you'll need a 3D accelerator card to play it, and even then you get some background pop-up, whether on the relatively simple straights of Hockenheim or the

though, and will run on a much lower spec computer as a result (as will *F1GP2* in lo-res mode). *Andretti Racing* just looks like the ageing PlayStation game it came from – a bit duff. Weather effects-

## ANDRETTI RACING



The school run was busy that day.



Nice place to stop and admire the view.



Marvin's new Micra was dead quick.



## CART PRECISION RACING



Terry liked to reverse really quickly into the chasing pack.



Martin Brundle: conclusive proof that CART racing is easy.



The queue for the drivers' loo didn't seem to be moving.



The French driver liked a quick ciggie down the straight.



Oval circuit racing is less boring with the radio fitted.

the others enable you take to the track as Tung Lash Ing (or whatever amusing name you prefer to drive under).

**RACEORDER:** 1F197  
2F1RS 3F1GP2  
4CART 5Andretti 6Prost

### CLOSING STAGES: THE 'LOOK, MUM, I'M SCHUEY' EFFECT

This section is about how much you're conned into thinking you're a real racing driver: do the cars handle like the real thing (ie like a rocket on ball bearings, negotiating the Cresta run with 2mm of accelerator travel between 'smoothly under control' and 'hello row 23 of the upper stand')?; do they work better with a driving wheel?; is the drive so realistic that you feel you really ought to be wearing a fire-proof suit and driving boots?; and so on.

*Prost* is terrible with any digital controller – the car moves so violently it makes you feel ill – but thoroughly enjoyable with a wheel, and (because of its relative simplicity) it's certainly the easiest of the F1 games to control at normal or hard difficulty settings. *F1 97*'s car handling has always been very heavy on the thumb/wrist – it's like the graphics engine is struggling to move the scenery about around the car – and has some nice tear-off visors and annoying wobbly head effects to switch off. *CART* has the wobbly head effect rather better (your view looks into a corner), but this can be disconcerting if you lose it and start sawing at the wheel to regain control – it's like being in a Virtual Wimbledon Fan simulator.

*F1GP2* and *F1 RS* are both nightmarishly difficult to control with everything at maximum difficulty – you can 'do a Damon'

(spin out like a ham-fisted twit) or blow an engine in both games as easily as you would in the real thing. *F1 RS*'s sampled engine noises are also spot-on, with that slightly scary 'it's just about to explode' crackling noise you hear when they change down. *F1 97* has sampled engine notes that change from car to car too. *CART* sounds pretty good, and few things sound as impressive as the NASCARs in *Andretti* – you feel like invading Poland in them. With *Prost*, on the other hand, if you scrape a barrier at Monaco it sounds like someone's scraping cheap knives against each other.

**RACEORDER:** 1F1RS  
2F1GP2 3F197  
4CART 5Andretti 6Prost

### POST-RACE ANALYSIS

The combination of immaculate presentation, great graphics that

really shift smoothly, and in-depth simulation options combined with fast-action arcade time attack modes makes *F1 Racing Simulation* the overall winner from those starting on the grid here. *F1GP2* is an honourable runner-up, matching all the sim elements of the winner. It looks slightly dated now, but its hi-res mode isn't far off *CART* – which is a lot newer – and it will run quickly on a low-end machine. *F1 97* is an arcade game before anything else, and looks great, but it's let down by fiddly menus and car settings, and major oversights in the game structure (like the fact that you can't see what the weather is doing before you start a race, and can't alter settings without moving on to the next race session). *Andretti Racing* looks distinctly stark and minimalist in this company, and is strictly for those who like their racing simple. *Prost Grand Prix*

runs really quickly and could be fun if that's all you want, but it runs so fast because it's graphically simpler than everything else here. Like the little toy maker from *Blade Runner*, it looks much older than it actually is. **PCZ**

## PODIUM POSITIONS

**1** **F1 Racing Simulation**  
£44.99 • Ubi Soft  
**PCZ VERDICT** 93%

**2** **F1 Grand Prix 2**  
£34.99 • MicroProse  
**PCZ VERDICT** 91%

**3** **F1 97**  
£39.99 • Psygnosis  
**PCZ VERDICT** 90%

**4** **CART Precision Racing**  
£34.99 • Microsoft  
**PCZ VERDICT** 74%

**5** **Andretti Racing**  
£34.99 • Electronic Arts  
**PCZ VERDICT** 70%

**6** **Prost Grand Prix**  
£34.99 • Infogrames  
**PCZ VERDICT** 60%

## PROST GRAND PRIX



Suddenly they all turned around and headed for the cameraman.



All the tough drivers hung about at the back, drinking and telling lewd jokes.



Timothy was the Morrissey of the F1 world, and liked to have a bunch of flowers in his exhaust pipe.



# FEEDBACK

Is it grating, or great? Boring, or brilliant? Turgid, or terrific?  
We step aside to let you, the punter, voice your views on the games  
PC Zone has reviewed. Adam Phillips rifles through the postbag

## IT'S YOUR SHOUT!

Feedback is here to offer you, the player, a platform to voice your opinions on any of the games reviewed in PC Zone over the last three months. Whether you want to sing a game's praises or simply give it a verbal beating, we want to hear from you. Remember to keep your comments between 50 and 150 words and include your name, address and age.

**WRITE TO** Feedback, PC Zone, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.

**E-MAIL** Alternatively, e-mail them to us at [letters.pczone@dennis.co.uk](mailto:letters.pczone@dennis.co.uk) with 'Feedback' in the subject line.

## CASTROL HONDA SUPERBIKE WORLD CHAMPIONS

REVIEWED Issue 65, July  
SCORE 79%

### What we thought

"Realistic motorcycle mayhem that's a little on the dull side... Graphics could be better."



❶ Grumbles from you over our comments about CHSWC's graphics and 'authenticity'. We still think it's all a bit dull.

### What you think

★ "I've got to disagree with you about the graphics – they're excellent from what I've seen so far. The bikes and drivers are modelled perfectly. The smoke and tyre tracks left by your bike add to the proceedings. The tracks also look smart. The only things that I'd grumble about are the lack of a crowd egging you on to victory, and the high-spec

machine you'll need to get the most out of it."

Terry Shields, 24

★ "Steady on! Your reviewer appears to mock the level of technical detail in the sim. Why? Something like *Grand Prix 2* goes into infinite detail as well, but from what I remember you didn't put that down because of it. Let's keep authenticity in driving games – we don't all want to play *GTA*!"

'Baz'

★ "Wow! The graphics are as real as they can be sitting in front of a computer screen. The power wheelies are real kewl, too."

Arnold Carter (American, methinks – Ed)

## CARMAGEDDON

REVIEWED Issue 65, July (budget)  
SCORE 95%

### What we thought

**PCZONE CLASSIC** "With superb graphics, almost infinite replayability and impressive AI, *Carmageddon* was (And still is – Ed) the last word in driving games."

### What you think

★ "Read your review and decided to give the game another spin. What started off as a

20-minute nostalgia trip (things age fast in the gaming world) turned into four hours of racing carnage! I was one of the few who downloaded the gore patch so I could see its supposed 'sickness' in all its glory, and I'm still glad I did.

"*Carma* has it all. A masterful blend of humour and rabid gameplay. By the way, could you tell the wife to cut me some slack for ruining her evening? I promise not to install it again. Just the sequel."

James Pearson, 34

(Dear Mrs Pearson, please let hubby play with his games more. He promises to be better in bed if you do. How's that? – Ed)

★ "Do we have to wait until Christmas for the sequel? Can't you pay them money to hurry it up? I'm bored with the original *Carma* and *GTA*, and need a fix. Help!"

'The Addict', 18

## SYNDICATE WARS

REVIEWED Issue 65, July (budget)  
SCORE 82%

### What we thought

**PCZONE RECOMMENDED** "There's nothing quite so despairing as going back to a game that was your absolute favourite for months on end, only to find that the 3D graphics that once had you screeching like a five-year-old have dated faster than a pair of legwarmers."



❶ PC Zone gets its wrists firmly slapped by a Mr Higginbotham for daring to knock *Syndicate Wars*' ageing graphics.

### What you think

★ "How many times have I read in your mag about the epidemic of games that have nothing more than 3Dfx support and bugger-all gameplay? Now you've managed

to be complete hypocrites by knocking off a stack of marks from the classic *Syndicate Wars* because the "bitmapped characters are now pretty ugly". You even state that the gameplay is near faultless, but still its rating has dropped by some 13 per cent (and why not try updating your Top 100 at the back of the mag?).

"The bottom line is that *Syndicate* is still utterly playable and, I believe, one of the most effective-looking games out there. I expect more from you – reinstate *Syndicate Wars* as a Classic PC title, not just a Recommended one!"

Frank Higginbotham, 28

## COMMANDOS: BEHIND ENEMY LINES

REVIEWED Issue 65, July  
SCORE 87%

### What we thought

**PCZONE RECOMMENDED** "It's an excellent game and more than capable of stealing large chunks of your life – hard-core wartime shenanigans for the seriously committed."



❶ *Commandos* has proved highly popular with all the feedback we've had to date. Go buy.

### What you think

★ "The manual explicitly says: 'Don't expect realism.' So don't get this if you're after a real simulation of small unit commando tactics. If, however, you want a game which takes a couple of hours, is great with a few beers and lends itself well to the 'group-played game' – lots of friends sitting round the computer, watching the pretty graphics and offering bad advice – then go right ahead. Good Sunday afternoon stuff."

Marc Read, 26



Even players who've owned the gruesome classic for ages are still singing *Carmageddon*'s praises.



★ "This is a classic game! Stunning graphics. Absorbing, obsessive gameplay. A fantastic atmosphere. I love the likes of *Quake II*, *Unreal*, *Carmageddon* and other classic titles across all genres, and this is up there with them. Quality is quality whether you're wielding a sword or a sub-machine-gun! You complained about the difficulty and only gave it 87%. Behave! It's challenging, but what's wrong with that?"

'Treve', 24

## MECH-COMMANDER

REVIEWED Issue 65, July  
SCORE 85%

### What we thought

**PCZONE RECOMMENDED** "The level of AI in *MechCom* is excellent... the big disappointment is that once you've played the 30 missions, that's it. Highly original and very challenging, with loads of depth."



⊕ We thought *MechCom* was verging on classic status, but some of you strongly disagree.

### What you think

★ "MecCommander is flawed by some bad designer choices and riddled with ridiculously 'hard' missions. Replay value is virtually nil due to the choice of not having a branching mission tree, and the annoyance factor is upped by not having an in-game

**"When someone has the guts to make beautiful 2D animated characters, they're labelled as 'boring'"**

ARTATTACK

save option. Most missions simply depend on you finding the exact path to take, since the so-called computer player uses little AI and depends mostly on hard scripture. Once you find this path, you can beat the mission every time, regardless of what type of weapon/mech combo you choose. So, the 'hard' missions aren't actually hard; it's just about finding the right road to walk on. Hardly 'strategic', in my eyes – it's actually more of a puzzle game."

Anne

## HEART OF DARKNESS

REVIEWED Issue 66, August  
SCORE 55%

### What we thought

"The puzzles are not particularly difficult and the monsters can be dispatched easily. But having to do everything again just because of some completely unannounced and unexpected event is laborious."

### What you think

⊕ "After reading the heartless review of *Heart Of Darkness* by Chris Anderson, my blood pressure went sky high. What's going on here? How is it possible that games like this receive such a low rating? Does a game have to be completely 3D these days to be rewarded?"

"Look at your Top 100 of this month – not *one* action game in it uses 2D animation, and when someone has the guts and the ability to make beautiful 2D animated characters they're labelled as 'boring'."

ArtAttack

## STARSHIP TITANIC

REVIEWED Issue 63, May  
SCORE 91%

### What we thought

**PCZONE CLASSIC** "It creates an atmosphere that's totally absorbing. It's an adventure game that's actually made me sit down and think, it's genuinely funny and it has first-rate presentation."

### What you think

⊕ "I'm writing to you to say what a great game *Starship Titanic* is. Not only is it funny, it's got great puzzles and isn't too hard for thick people like me.

"If I go on I'll just sound like

your review, but what I really wanted to say was that the after-sales service is great, too. I don't know whether any other games developers do stuff like this, but the *Starship Titanic* website is amazing, especially the chat forum. It was a great help to me when I got stuck. Also, if you finish the game and put a thread on the chat forum saying so, you may get a reply from Douglas Adams himself, and a captain's hat!"

'LazyGit'

## FINAL FANTASY VII

REVIEWED Issue 65, July  
SCORE 93%

### What we thought

**PCZONE CLASSIC** "FFVII will amaze, amuse, excite, enthrall and reward you. It's excellent value for money, too; it's so big you'll need a good lie down at the end."

### What you think

⊕ "FFVII has turned out to be one of the finest RPGs I have ever played. I've been an RPGer since the early '80s, but this game has the best storyline I've ever seen. The graphics (especially in combat) are awesome, and the character interaction is both in-depth and compelling. This game makes me think of buying a console platform just to experience the earlier games in the series. In any way, shape or form, *FFVII* is a winner!"

David Palmer, 37

★ "FFVII is a refreshing change. A lot of talented programmers are working on projects that produce great games like *Quake* and *Unreal*, but why aren't there any talented RPG producers? It's been pointless fighting with thin plots for too long now. Seems like games nowadays revolve round how many skills you can potentially use, how long you can hold on to an out-of-date game engine, and how awkward they can make the game interface. Not so with *FFVII*, which has great graphics, excellent plot and an easy-to-use interface."

Wayne K Edson, 27

⊕ "FFVII was a good PlayStation game and that's about it. The game is too restrictive on the PC, and I hate games that make you do things in a certain order or follow a story/plotline down to the wire.

"FFVII will be hyped and then soon end up in the clearance bin. You're probably better off buying a PlayStation to play it on rather than buying the PC version."

'Orange Hole'

⊕ "It is vastly different from the typical PC RPG... In fact, it's probably much closer to what most of us class as adventure games. On the other hand, I don't think I've ever played a game, adventure or otherwise, with such an involved and involving storyline."

George Mealer



Final Fantasy VII's story and characters have captured the imagination of many a player and...



...its gameplay has received a universal thumbs-up...



...but some 'discontents' think it's just a sloppy port over from the PlayStation. Ouch.

⊕ "To sum up: good game, crappy port. First off, the game carries a lot of baggage over from the PlayStation. For example, the only two methods of using the interface is with the keyboard or gamepad – Eidos seem to have ignored the fact that every PC that can run this game has a mouse.

"Second, instead of actually taking the original artwork and rendering it to 640x480, they took the artwork rendered for

the PlayStation and stretched it to 640x480, resulting in some very crappy art at times (it gave me 8-bit NES flashbacks). Also, they picked Direct3D over Glide for 3Dfx owners. This was dumb, since the Glide drivers have fewer problems and are much smaller and faster.

I like *FFVII* but, frankly, I think it's the last product I'll buy from Eidos. Life's too short to endure sloppy, lazy programming."

Yoshua Gilbert, 24



MICRO PROSE



PHOTO The Kobal Collection



**J**ust think of the size of the TV you would've been able to afford if you hadn't blown all your cash trying to keep up with the monthly *Star Trek* video releases. Bet you've got every single one, even the box sets. And what do you watch them on? That old four-inch black-and-white set that has teak-effect vinyl panelling.

Well grieve no longer. MicroProse, developers of *Star Trek's* first 3D shoot 'em up, the incredible-looking, *Unreal*-powered *Klingon: Honour Guard* (previewed on page 64), have just bought the biggest TV and video combo they could find. The remote control itself has so many buttons you'll need a couple of friends (in full Klingon attire) to figure out what they do. And they're giving it away! To stand a chance of winning the TV and video combo (and the remote, of course), all you have to do is come up with something unbelievably witty to go in the speech bubbles in the picture shown here. If it makes us fall off our captain's chairs, then we'll send a truck round with the goods.

The overall winner will receive the TV and video, a copy of *Klingon: Honour Guard*, and a *Star Trek First Contact* video. Ten runners-up will get a copy of the game, and we also have 30 copies of the *First Contact* video to give away as consolation prizes.

**Send your amusing captions on a postcard, along with with all the information requested, to the address below**

- ★ Name / Address / Postcode / Daytime phone number / E-mail / Job title / Company name / Age if under 18
- ★ Please tell us if you do not wish to receive details of further special offers or new products from other companies
- ★ Are you a current subscriber to PC Zone?

**Send your entry to: I've got a head like a cornish pasty Competition CPCZ89C, PC Zone, Customer Interface, Bradley Pavilions, Bradley Stoke North, Bristol BS12 0BQ, UK. (Closing date: Friday 4 September 1998)**

★ **Terms and conditions:** Only entries with all the questions completed and received before the closing date will be entered into the prize draw. Winners will be notified by post. No cash alternative. Prizes not necessarily as shown. No correspondence will be entered into. The Editor's decision is final. All the other usual competition rules, conditions and restrictions apply. And all that. Phew!



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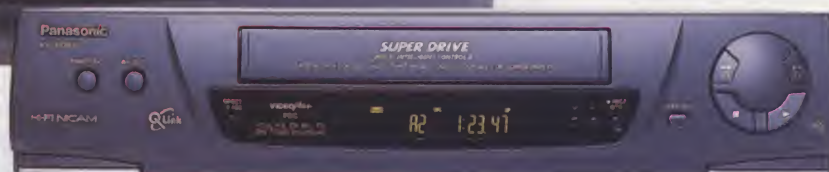


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This bigger-than-a-  
big-thing TV and  
video combo.

★ **WIN!**

Runner-up prizes: 10 copies of MicroProse's fab *Klingon: Honour Guard*, and 30 copies of the *Star Trek First Contact* video.





# Home and Internet PCs



Dan offers two different models of PC that have been specially designed for home use by the whole family. The dan Home Plus PC is a long term best seller but because of popular demand, we have

introduced the dan Home II Plus. Utilising Intel's new Pentium®II processor, this system takes PC power to its limit. Both systems include multimedia kits, fax modems and collections of software titles. Younger children can enjoy games and educational

programs and older ones can do their homework, listen to music, use an encyclopedia or even watch TV. Adults can use a word processor, spreadsheet and database, send and receive faxes and e-mail or get connected to the Internet.

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WHAT PC, Best Buy (dan Home Plus/233), Oct'97

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Best Buy  
October '97



dan Ultimate 200X  
Value  
November '97



dan Ultimate 200X  
Editor's Choice  
January '98



Xplora Plus K6/233  
Best Buys of '98  
January '98



dan Ultimate 200X  
Performance  
February '98



dan Ultimate 200X  
Top 50 Entry  
March '98



dan Ultimate 200X  
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April '98



dan Ultimate 200X  
Editors Choice  
May '98



dan Ultimate 200X  
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May '98



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June '98



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Winner  
June '98



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June '98



dan Ultimate 200X  
Most Reliable PC  
Winner  
June '98



dan Ultimate 200X  
Editors Choice  
July '98



## Surf the Net

A modem is your gateway to the outside world. The dan Home II Plus, dan Gameblaster, dan Xplora II Plus and dan Xplora PC all include a high speed voicefax modem as standard. You can now send and receive faxes from your PC as well as talk to millions of other computer

users through PIPEX DIAL. This trial software is included to give you 28 days (or max 24 hrs) access free of charge with details for a full system upgrade. You can 'surf' the INTERNET, find information on almost any subject, or even do some shopping!

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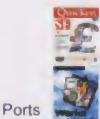
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Intel Pentium	233	£ 734	£ 863	incl. VAT	£ 41.07
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"We judged the PCs in this month's group test on three main criteria: performance, price and internet readiness...There is usually quite a bit of hand-wringing over our Editor's Choice award, but not this month.

Sheer value for money, performance and a no-strings internet access trial means that this month's winner just had to be the Dan Xplora Plus/166XT. It is well built, well specified and is one of the few machines to be truly internet ready. Superb."

PCW, Editor's Choice (dan Xplora Plus/166XT), Sept'97



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1997 Service Award



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Customers who are looking for the ultimate in multi-media graphics and video capabilities in a single card need look no further than the All in Wonder Pro from ATi. Based on ATi's latest 3D Rage Pro processor and available in both PCI and AGP formats, the All in Wonder Pro offers just about the most comprehensive solution there is for industry-leading 2D acceleration, arcade-quality 3D acceleration, video capture, output to TV and TV Teletext functions that let users exploit TV content, rather than simply watch it.

ATi's All in Wonder Pro functions include:

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### WARRANTY

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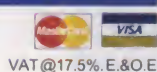
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got another 'headache'?  
Don't worry, here comes  
the *PC Zone* team to the  
rescue, capes flapping in  
the wind

#### IN TRUBS THIS MONTH

##### 122 CHEATMASTER

If at first you don't succeed, then cheat. Allow us to show you how it's done.

##### 123 DEAR KEITH

Need a hand? Keith Pullin, our man with the plan, is here to help.

##### 124 UNREAL

The first part of our level-by-level guide to the awesome *Unreal*.

##### 130 WORLD CUP 98

Keep getting stuffed playing *World Cup 98*? Then allow Jeremy Wells to offer some advice.

##### 134 DEAR WAZZA

Got a technical query, deary? Our resident tech-head Wazza is here to help.

##### 136 HOW TO... PLAY GAMES ON THE INTERNET

What's all this Internet Malarkey? Allow Adam Phillips to explain.

##### 142 WATCHDOG

Has someone pissed you off? Not satisfied with the service you've received? Allow *PC Zone* to take up your case.

#### YOUR HOSTS



Warren  
Christmas



Keith  
Pullin



Jeremy  
Wells



Adam  
Phillips



Phil  
Wand

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★ CHEATMEISTER Keith Pullin



#### ON THE CD



#### ON THE CD

Editorial section of your CD-ROM browser to track them down.

#### NEED HELP?

If your problem's game-related, get organised and...

**WRITE TO** Help!, Troubleshooter, PC Zone, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ

**E-MAIL** letters.pczone@dennis.co.uk with 'Dear Keith' in the subject line.

#### CHEATS WIN PRIZES

If you've got any tips or cheats, then we want to hear from you. The best one sent in wins a recommended game of our choice. Go for it!

**WRITE TO** CheatMaster, Troubleshooter, PC Zone, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ

**E-MAIL** letters.pczone@dennis.co.uk with 'CheatMaster' in the subject line.

#### WORLD LEAGUE SOCCER '98 (Eidos Interactive)

One of the many downsides to this average footie sim is the lack of real names. But not any more if you do this.

★ Go to the Options screen, then to Player Editor and choose the England league. Pick any team and change a player's name to 'teamtwo'. The Defaults 2 menu will now appear – click on it and hey presto! The real players will appear.

#### STARCRAFT (Blizzard Entertainment)

Here's a whole bunch of cheats to go with the ones we printed a couple of months back. To activate them just press Enter and key in the code...

##### ★ MULTIPLAYER:

**heal** Heal all units  
**willy** Special character!  
**Yonkers** Loads of resources

##### ★ SINGLE PLAYER:

**Pleru** Gives you all units  
**power overwhelming** God mode  
**staying alive** Game never ends – even when you reach mission objectives

there is no cow level

Complete the mission

**whats mine is mine**

Lots of extra minerals

**breathe deep** Loads of extra gas  
**something for nothing**

All possible upgrades

**black sheep wall** Reveal whole map  
**modify the phase variance**

Build anything you want without moving up tech tree

**war aint what it used to be**

Fog of War disabled

**food for thought**

As many units as you like without 'farms'

**medieval man**

All possible upgrades to all units

**man over game** Win current mission

**Heal me** Explode next unit you click on

**nogluks** Magic prohibited for enemies  
**game over man** Instant loss

#### NETSTORM (Activision)

**Need a bit more power? Read on.**

★ Press F3 to bring up the chat box, then type 'cheatorama 8675309'. Press Escape to make the menu at the top appear and you'll see a list called 'cheat'. Click on it for 10000 StormPower.



## MONSTER TRUCK MADNESS 2

(Microsoft)

Try this for a secret circuit:

★ Race on 'Scrapyard Run', and at checkpoint 4 you'll see a building by a chain link fence (there's a lorry parked outside). Drive through the fence and turn left onto a road that goes round in a circle. Carry on until you see a fenced enclosure on your right. Drive into it and keep going. Eventually the message "the terror has been unleashed" will appear. This track is the Graveyard. It's secret and it's all yours...

## FALLOUT

(Interplay)

If you're into *South Park* and bulging wallets, you'll love these little gems.

★ First of all, make sure that you've got automatic weapons and combat armour. Now go into the Hub and head downtown to the police station. Go into the cells and shoot a prisoner, then blow away all the cops who come in after you. Eventually, when you've done all this, Kenny from *South Park* will wander in! If you kill him you'll get the message: "Oh my god! They've killed Kenny! The bastards!"

★ **EXTRA MONEY CHEAT** Make sure your 'barter' and 'speech' skills are higher than 50 per cent, go to a busy trader (ex-Gun Runners are the best) and – after a bit of haggling – buy something from him. Now sell it back for a profit. Repeat until you've bought everything going. Arthur Daley would be proud of you.

## SIMCOPTER

(Maxis)

During the game press 'ctrl-alt-X' and enter these codes:

**Radioactivity** Blow up the city you're flying over

**Lights, Camera, Action!** Play a porno movie on the drive-in screen

**I'm the CEO of McDonnell Douglas**

Go to the hanger and select the catalogue. Enter numbers 1 to 9 to obtain every helicopter going – plus an Apache! To get more money simply sell the helicopters and press 1 to 9 again

**Gas does grow on trees**

Gives you unlimited gas

**Warp me to career: XX** Replace XX

with a number between 1 and 29 while in career mode to skip to that level

**Shields up** Invincibility

**Superpowermultiply** Hold the 'shift' key to fly quickly

**Give me bucks or give me death: X**

To get money replace X with a number between 0 and 50,000

**I love my helicopter** Takes you instantly to your helicopter

**Been there, done that**

End level in career mode

**The map, please** Show map

## MOTORHEAD (Gremlin Interactive)

Car on a hot tin roof...

★ Choose the Serpent car, select the Atlantika stage and race. After the big jump (the one with the windmills on your left), continue onwards round a sharp left hander, and at the next junction (where you normally turn right), turn left down the cul-de-sac. Keep going until you reach the

'closed' sign at the end and turn the car around so that it faces the fly-over. Put your foot to the floor and drive straight on, hitting the verge between the two trees; you should fly through the air and land on some rooftops. If you head to the far right you'll find a secret scroll.

## DEER HUNTER (WizardWorks)

Here's a few cheats to put a smile on your face while you hunt. Press Enter and type in these codes:

**dhhunter**

Hunter goes into stealth mode

**dhbigbuck** Bigger bucks

**dhspportaxi** Bigger deer

**dhmonsters** Lure big deer

**dhfastgun** Fast reload

**dhrambo** Increase shot accuracy

**dhbambi** Bucks show on map

**dhbuckdown** Deer won't run away

after you shoot and miss

**dhdoeinheat** Lure bucks towards you

**dhstealth** Blind deer!

## NBA HANGTIME (GT Interactive)

Okay, okay – we know it's a pretty crap game, but these cheats might help:

★ In the 'vs' screen, type '461' for unlimited turbo.

In the 'vs' screen, hold down the left mouse button and press turbo continuously until numbers flicker. This will allow you to play on an outdoor court.

## BUST-A-MOVE 2 (Taito)

We printed a cheat for this last month, but now there's another one. Get a load of this...

★ Start playing the first level, press the spacebar and when "READY GO!" appears on the screen press 'P' then type in 'ACCLAIM'. Use the cursor keys to select your stage, hit the spacebar and you should warp to that level. ☐

# DEAR KEITH

Knee deep in a world of shit? Games getting the better of you? Then *Keith Pullin's* your man

## CONSTRUCTIVE ADVICE

**Q** I bought *Constructor* the other day, and it's absolutely impossible. The computer's AI is far too good even on the easiest setting. Please give me some clues so I can stop beating my head on my desk.

*Leila Fish, Langley*

**A** Yeah, it is pretty tough. Well, when you first start a new game, get one of your repair men to go into an enemy construction site before the computer puts its men in there, then wait. For some reason the plot will explode, killing five workers and a foreman. Repeat this process on another plot, and you'll kill all remaining workers. That's it – the computer's buggered! It won't be able to build a thing and you'll clean up. Sorted.

## AGES TO MASTER

**Q** I'm playing *Age Of Empires* and I want to know what the best commodity to trade with is.

*Roger Bell, Waverley*

**A** It all depends on what you've got the most of, really. There's no difference in the price you'll get for any of them, so just be sensible and don't trade in anything you don't have much of. It's worth noting that the further away the port is that you are trading with, the more money you'll receive.

## YA BIG PANZER

**Q** I'm actually in the Territorial Army and have recently purchased *Panzer Commander*. While there are some similarities to real-life tank piloting in this game, I still find myself struggling to destroy the enemy, which, I assure you, is normally no problem for me. Any chance of some pointers?

*Gregory S, Devonshire (e-mail)*

**A** Er, sure, I guess. If you're truly in the TA, then I don't need to remind you about the importance of navigation, platoon tactics, battlefield positioning and enemy

recognition. Most scenarios require a tad more skill than just a quick trigger finger, so if I were you I'd pay attention to your surroundings or redo your basic training.

## DINO BLASTER

**Q** I've heard you can fight against dinosaurs in *C&C: Counterstrike*. I've completed the game now and still haven't come across them. How do I find them?

*Maurice Whittle, Preston*

**A** Well, it's nothing to do with being good at the game. All you have to do is type in 'Funpark' while the game is loading. Yep, that's all there is to it.

## DRESSED TO KILL

**Q** I'm playing *Jedi Knight: Mysteries Of The Sith*, and have reached Ka'Pa the Hutt's Palace, but I can't find the Tusken clothing. I need it to get in to the palace inner sanctum, don't I? Can you tell me where to find it, please?

*Andy Lloyd, Bootle*

**A** No problem. Once you get into the Ka'Pa the Hutt's Palace, head down through the maze of rooms, then basically it's a case of keeping your eyes open for a hidden passage by the bookshelf. You'll find the clothing in a backpack.

## DOWN IN FRONT

**Q** I tell you, those bloody Mudokons in *Abe's Oddysee* are getting right on my tits. I know I'm supposed to save them, but they keep getting in the way all the time. If they stopped milling about and showed a bit of sense then maybe I could kill some Sligs. What's their problem?

*Pete Hurt, Cranbourne*

**A** Easy, tiger, those Mudokons have had a tough time. They've been locked up, tortured, and generally treated with about as much compassion as a Nazi serial killer would show towards a small Labrador puppy.

Anyway, basically if you shout: "LOOK OUT!" before you shoot, any Mudokons in the area will hit the deck, meaning you can fire safely over their heads. Now leave them alone and get on with your mission.

## STAR PUPIL

**Q** Any tips on *StarCraft* in multiplayer mode? I seem to be a little on the useless side. I get my butt whipped every time by my mates. Help me, please.

*Leroy, Tottenham, London*

**A** Okay, listen carefully. Work as quickly as possible when fighting a human rival. Set up expansion bases sooner, attack early and often, and keep the pressure on at all times. If you remain idle you're doing something wrong. You must produce constantly, scout, plan, build or research. It's so important to work with haste and precision, otherwise you won't stand a chance. And that's about it. Good luck.

## JURASSIC TRAP

**Q** I won't beat around the bush. My problem is with the T-Rex on level three of *Deathtrap Dungeon*. He fries me every time. How can I kill him?

*Wilbur Brown, Nottingham*

**A** Aw, he's not that hard, just keep your distance. Use fireballs, a blunderbuss or any other long-range weapons you might have. If he does come too close for comfort, hide behind the pillars. You can also make use of the Warding in this area. Come to think of it, it's simple. What's your problem?

## SHANDY DRINKER

**Q** Please help me with *King's Quest VI*. I am stuck in the catacombs and the Minotaur keeps killing me!

*P Shand, Newcastle-upon-Tyne*

**A** I remember that. No problem. All you need to do is use the red scarf when Alexander backs up to the fire. The minotaur will charge right into it and die screaming horribly.



## AREA 6



① The ASMD is ideal for close combat.

## AREA 6

### CHIZRA-NALI WATER GOD TEMPLE

**Object:** to get the eight-ball gun and find the Inner Ceremonial Chamber.

Shoot the chains on the tethered raft and climb aboard. Jump up to hit the switch. Drop down into the temple, jump into the water and collect the Stinger. Swim up the passage to a Secret Area. Swim back to the main area, and climb the two sloping joists to get out. On the landing, a Nali gestures for you to follow. He will lead you to another Secret Area. Go back to the landing and summon the lift. Go up, then jump across the pool for the ASMD.

Turn around and head for the alcove to the side of the lift. Push



① Brush the wall to avoid the deadly dart trap.



① Touch the face to summon the lift.



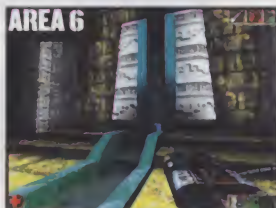
① Look for the button behind the blue flames.

the button and you'll be dropped down into a lower chamber. Now look for an extra button beneath the engravings; push it to open the door ahead of you. Enter the passage to your right, jumping over the blocks. Follow the Nali to the bridge. Jump down and walk along the beam to the oblong statue. Push it to move the bars from the door on the other side of the chamber. Walk up the passage.

Jump onto the platform and follow the Nali. You'll be lead to a button which lowers one of the columns on the opposite wall. Ride the column up and follow the



① This alcove appears when you've completed the level.



① Walk through the waterfall for some useful gifts.

route back to the antechamber. Push the button to drop down again and move along to the main temple entrance. Enter the temple and walk straight down the hole. Swim through the passageways and collect the Assault Vest. Return to the pool you jumped into and go up the stairs. Go into the small chamber and push the face to lower a lift on your right.

Ride the lift and pick up the ASMD cores. Follow the path back to the room above the temple entrance. Go back inside the temple, but jump over the hole. Cross the bridge to your right, and push the wooden pole at the end.

Cross the opposite bridge and do the same at the other end. In the middle of the second bridge there are two stone pads; press the lower one and the doors behind will swing open.

Enter the chamber and jump onto the block to get the Super Health. Now go into the hall on your left. Follow it round and climb the loose stones. Walk down the ramp and turn right on the walkway. Ahead you'll find a large chamber with two Lightning Fire Rocks atop two pillars.

Push the button on the face of each pillar and go back the way you came. Approach the gold door, and hit the button to open it. Now follow the route back and open the other gold door. Go down and enter either passage. Climb the stones, jumping across the passage and then back to the platform, and make your way down to the Pool of Thunder.

At the back of the chamber, enter the waterfall to collect a Super Health. Walk down into the water and pick up the scuba gear. Make your way back to the pool with the eight-ball gun, and lean on the lever in the open alcove. Get the gun and jump forward to open the golden door. Walk

around the wooden walkway to your right, and follow the Nali through the blue portal. If you're lucky, you'll telefrag the Skaarj on your arrival. Walk forward through the opening in the wall.

## AREA 7

### CEREMONY

**Object:** to defeat the Skaarj and find the way out.

Enter the first door and head left. Dive into the pool and swim up to the Secret Area. Swim down and push the lever. Climb out of the pool and take either corridor. Again, dive into the pool and push the lever. At the surface, head for the gold door. Walk up the ramp in the main room. Kill the Skaarj and the door will open.

Go up the ramp, kill the Skaarj and tug the lever. Ride the lift down. Follow the walkway for a while, then swim round the rocks to the grappling hook. Pull the lever and walk up the cable to the narrow ledge. Jump down onto the sloping beam and join the Nali on the other side. Follow him down to the raft and head downstream. Push the carving at the end.



① Look for the doorway and avoid killing the Nali behind.



① Use the stress-free raft ride to take stock of what you've got.





① The main door of the castle, en route to destroying the Titan.



① Scrag all the bad guys, then look for the three levers.

## AREA 8

### DARK ARENA

**Object: to destroy the Titan and escape.**

Head down the corridor. Push the stone face on the wall behind the barrel to open the doors. Walk down the stairs. Go outside and walk around the castle to the main door.

Enter the castle and take the stairs. Enter either alcove at the top and walk along the semi-circular hallway. When all the Skaarj are dead, a door will open leading to three levers. Push all of them to open the inner doorways. Make your way back to outside the castle.

Flashlight in hand, enter the opening in the rock face near the crucified Nali. Shoot the

crumbling wall and follow the steep passage. When it opens out, follow the hallway round to your left. Enter the door ahead of you and grab the ASMD. Flick the two switches to open up the cells. Enter either of the two main doors and take the ramp behind them. Throw the switch, and leap down. Walk up the stairs. The Titan is here, inside one of the alcoves.

Don't worry if you find yourself jumping all over the place; only the stones will hurt you. Use the central pillar for cover and take him out with the eight-ball and ASMD. Once the Titan croaks, enter the alcove and go through the hole in the back wall. Push the button to open the doors and exit the arena.

## AREA 9

### HAROBED VILLAGE

**Object: to get the flak cannon and enter the stricken spaceship.**

Enter the village in the clearing. In the huts behind and to the left of the well you'll find replacement eight-balls and med-kits. Make your way to the abbey at the top



① The ship entrance is behind a metal wall, hidden out of sight.

of the hill. Go behind to the cemetery and look for a button to open the furthest grave.

Go down the secret passage into the cavern. Cross the walkway and swim down the channel. Look up, and use your eight-ball gun to drop the Super Health. Go back to and enter the abbey. The Nali priest inside will lead you to a Secret Area that leads up to the balcony.

Follow it round to the lift, and rise to the bell tower. Grab the flak cannon and related goodies, then leave the abbey and head down the hill to the ship. Jump across what remains of the walkway, walk round to the right, and enter the door.

## AREA 10

### TERRANIUX UNDERGROUND

**Object: to activate the lift to the Terraniux.**

Follow the route round, then push the button on the far wall to bring the lift down. A mercenary is on it; use your flak cannon to drop him. Enter the ship through the door at

the back and walk to the next area. Push both buttons.

Now go back and step onto the lift. Open the doors ahead and snipe at the mercenary operating the controls beneath you. Cross the walkway and take a long jump onto the platform. Take the Toxin Suit, and enter the brightly lit corridor furthest from you. Press the button to start the pumping station.



① Big, bulky and tough as mutton, Titans don't dodge or strafe.



① This alcove is accessible once the Titan is dead.



① These two buttons operate the lift at the entrance.



① Follow the lit corridor round and get those pumps working.





① The events of the previous level drain the tank of bio-waste.



① The lift up to the three hydroponic greenhouses.



① A mercenary doing his Invulnerability trick in greenhouse B.



① The control room, with the force shield active.

## AREA 11

### TERRANIUX

**Object:** to exit to Noork's Elbow.

Drop into the now empty bio-waste tank and walk through to the other side.

Open the watertight aperture and head round to the left. Enter the opening and step onto the platform. In the room above, go across and push the button under the upper deck.

Go carefully across the remains of the walkway and get the Energy Amplifier from the alcove. Go back to the hallway and turn right. Enter the adjacent bio-waste room and again make for the button under the upper level. Get the Jump Boots from the alcove, and enter the door.

Ride the lift until it stops halfway. Use your flashlight and leap onto the broken pipe. Tread carefully along it and look down at the end into the Secret Area. Jump into the bio-waste and swim up to the main area.

Go back to bio-waste room B and exit via the door in the alcove. You'll pass a non-functioning lift behind a pillar. Carry on through the door ahead and push the button below the upper deck. Go back to the lift, which should now work.

Ride it up to the hydroponic greenhouses. Take a left and make for the first corridor you come to. Push a button to activate the lift and travel up a level. Press any button to lower the lifts and drop down.

Get the ammunition and step on the platform with the button. Don't step off, but ride it for two levels. At the top, you'll find a Secret Area behind the Kevlar Suit which leads out to an area above greenhouse B.

Jump down and find greenhouse C — use your Universal Translator at the various consoles to pinpoint your location. Enter the door on the right wall, and dive into the bio-waste. Swim along the pipe to the control room.

Get the GES BioRifle over by the force field, and push both buttons. Go out of the main door and head for the nearest pool of bio-waste. Swim around until you resurface just outside the Noork entrance — this may take some searching for.

Go inside the Noork and kill the waiting mercenary. Take the lift down.



① Follow the steep staircase down to the waiting Nali.

## AREA 12

### NOORK'S ELBOW

**Object:** to explore the small village and then the temple.

Open the door and shoot at the canisters on the landing. Walk up the stairs and go down the ramp. Now head down the hill towards the imposing monastery.

Turn left, jump into the water, and swim round the side of the building. Go through the small cleft in the wall into a Secret Area. Get out of the water and climb the ramp to the monastery. Enter either hallway.

## AREA 13

### TEMPLE OF VANDORA

**Object:** to light the Torch of Thunder and exit the temple.

Head up the stairs. Once you've defeated the Skaarj and Manta, retrace your steps and look for a new opening. Walk up the stairs to the Secret Area and collect the goodies. Jump down and walk across the courtyard to the door on the opposite side.

Walk down towards the pool



① The best way to kill a Slith is by shredding it with your mini-gun.



① The monastery's drawbridge will drop when you get close.

and follow the Nali when he beckons you. He'll lead you to another Secret Area. Return to the pool, dive in and swim along the passage underneath. Keep to the right side to find another Secret Area. Swim back up to the surface. Leave the water, turn left and enter the Sanctuary.

Walk past the area the Nali showed you, go down the stairs, and enter the next area. Turn left at its exit and go down the stairs ahead of you. Go up the stairs on your right, get the Razor Blades and jump down to the landing beneath. Take the boat and at the landing collect more eight-balls and Razor Blades.

Push the button at the back of the room, then cross the bridge. Step on the switch to light the torch. Go back across the bridge and walk up the left ramp. Open all the doors, kill your assailants





AREA 13  
① The Torch of Thunder: awww, it's so pretty!



AREA 13  
① On your return from the boat trip, the door on the landing should be open.

and grab all you can. Now take the boat back.

You should find a door above you to your left is open; enter the passage, turn left and drop down. Walk up the stairs on your right. Climb the stairs at the end of the hallway and cross the bridge. More stairs lead to a chamber. Take the right-hand passage and throw a flare into the fountain. Grab the Invisibility from behind the door that opens. Return to the room below and walk up the stairs.

Follow the walkway into the courtyard; turn right into the hallway. Follow it and walk up the hill. Go round the corner and head towards the entrance. In the courtyard behind is a Titan, so make sure you're tooled up. Once the monster dies, a door will open. Walk through.



AREA 13  
① The high sanctuary walkway leads to the entrance courtyard.



AREA 13  
① This Titan's quite easy to pick off as he's up on a stage.

## AREA 14

### TRENCH

**Object: to find your way to the ISV-Kran.**

Walk around the corner and down into the trench. Take on the Titan, walk on and into the pool of red light – this will lower the lift platform. Climb aboard and enter the ship. Activate the lift by pressing the control panel; it'll take a little practice. Open the doors at the end of the landing and step forward.

## AREA 15

### ISV-KRAN DECK 4

**Object: to progress up through the decks.**

Walk through and press the control panel. Turn around and use the lift. Go up and veer right. Kill all the Skaarjs and the pit in

the main corridor will open.

Jump down to the back of the pit and follow the shaft round, picking up the Razorjack on the way. Around a corner you should see a small panel on the wall and a large chamber ahead of it. Drop the long way down onto the central walkway, and press the control panel. Use the ventilation ducts to take you back to the start.

Go back up the lift and go right again. Follow the corridor to the end; this time the door into the warehouse will be open. Enter and turn left. Press the button and return to the centre of the warehouse. A loading ramp is extended. Climb it, press the button and return to the lower level. Go to the corner and walk through the door.

② In the next issue of PC Zone – on sale Friday 4 September – we bring you part two of our guide to Unreal.



AREA 14  
① Your GES BioRifle will drop a Titan in no time at all.



AREA 14  
① The monster shape of the ISV-Kran looms at the end of the trench.



AREA 15  
① Once the level is clear of bad guys, the pit will be accessible.



AREA 15  
① Hit the button at the top of the ramp and the door opens.



# WORLD CUP 98

## EVERYTHING YOU WANTED TO KNOW



ⓐ A quick through-ball can often catch out even the quickest defenders.



ⓑ Practise your special skills in the training mode and get good.

Keep getting hammered by your mates playing *World Cup 98*? Our expert guide *Jeremy Wells* will help you bring the trophy back home with style and finesse

★ REVIEWED PCZ #65 SCORE 91%

**Y**ou could say that *World Cup 98* is not your average arcade football game. To get good at it, you're going to need to practise. The first thing to remember is not to smash the buttons! Being calm and deliberate always yields results – think Bergkamp, not Beckham.

Most cool moves require holding down either the SKILLMODE1 or SKILLMODE2 buttons, or the Shift key on the keyboard. Once you've mastered this, the game can be played at a really fast pace, although you may want to turn the speed down at first until you become better at pulling off the special moves.

### TACTICALLY SPEAKING

As someone once said, it's a game of two halves. Tactics are important. Don't be fooled into thinking that skill alone will

enable you to master this game. In order to duel tactically, you'll have to plan ahead somewhat.

Before starting a game, go into Team Management and take a look at your team's formations and strategy settings. You should reset your three IGM settings to: IGM1 – super offensive; IGM2 – neutral; IGM3 – super defensive. For example, IGM1 is 3-4-3 or 3-3-4 with all-out offence; IGM2 is 4-4-2 with attack; and IGM3 is 5-3-2 with all-out defence.

Your CPU opponent will try several strategies to crack your defence, so adapt your formation and strategy accordingly. Always keep a close eye on what the opposing team is doing.

You can quickly adapt your team's posture using the IGM toggle. Depending on how much risk you are willing to take, you can outnumber your opponent in midfield or up front using IGM1 for a period of time, then quickly

reverting back to IGM2. If you're feeling lots of pressure from the CPU you should toggle to IGM3, which moves players back to support, and play a counter-attack. Your CPU opponents should be backing off, so move players up front and try to play the ball in with IGM1 again. Be particularly wary of the CPU's star players, as they are likely to be the ones to do damage.

### WHEN ATTACKING...

If you're having problems moving up the middle of the park, try using a wing-back run to get the ball into the danger area. Hold SKILLMODE1+SKILLMODE2 and press SPRINT. Look for the player with tactic indicator streaking up the wing. Move the ball away from that side to draw players away. You should hit that player with a through-pass or a lob before he goes offside.





The old step-over will buy you some space and time in the box in one-on-one situations.



Try running into the box at an angle and shooting with plenty of after-touch – and watch out for rebounds.



Try lobbing the keeper with a double tap on the 'lob' button if he comes rushing out.

If this fails, then try using the through-run. You can channel players through the middle of the park with simple short passes that will hopefully catch the defence unawares. Hold SKILLMODE1+SKILLMODE2 and press PASS. Look for the player with the tactic indicator making a diagonal run to the back of the opposing defence. You should hit that player with a through-pass or a lob before he goes offside.

## WHEN DEFENDING...

Keep up the defensive pressure – almost one third of goals result from turnovers in your opponent's end. If you can catch your opponent off guard, you may be able to steal an easy goal.

Think Gary Lineker. Use the attacking press tactic to force him to move the ball upfield more hastily. Hold SKILLMODE1 + SKILLMODE2 and press SHOOT.

You'll notice your forwards charging down the ball carrier trying to force a mistake. You may intercept a bad pass or catch him holding onto the ball for too long. On the downside, using this tactic will fatigue your forward players, making them less effective in the long run.

If all else fails, think Arsenal, that is – and try the offside trap. It ain't pretty, but it can be effective. Holding SKILLMODE1+SKILLMODE2 and pressing LOB will activate an offside trap. NOTE: *professional players aren't easily fooled.*

## BASIC STRATEGIES

There are certain tactics that you can adopt to create more chances for your team. Mix it up a bit and the goals will come.

Try probing the wings and the centre channel to see where the areas of least resistance are.

Unless you're France and don't have any real target men, the easiest way to score is by crossing the ball into the box and letting your forwards do the business. Bear in mind that although the wings are generally easier to penetrate, the goalie and defence will be waiting for your cross.

To make headers, hold down the LOB button while the ball is in the air – you must keep it held until the player makes contact. You can head the ball back across the net to team-mates this way. Pressing PASS heads to a team-mate's feet, and SHOOT tries a header on goal. Time it right to get a diving header with the SHOOT button (harder to do) for extra power. Use the D-pad to direct your header – always try and head the ball down to fool the keeper. You can also do volleys, flying volleys and bicycle kicks to finish your goals



⚠ Slide tackles can get you booked, so be careful where you do them.



⚠ Don't dive in too early when around the box – or it could end in tears.



⚠ Use your wingers to race down the park and put in useful crosses.





The 'lateral' move is useful for out-witting the keeper and fooling defenders. Practise it.



Don't run too far with the ball with your defenders – use your star strikers to finish the job.



If your opponent gets wise to the through-ball, employ the one-two.



Try playing the game on a slower speed setting so that you can practise your special skills, then speed it up again.



with style and flair. These are much more likely to hit the back of the net, but require more time and space.

To impress your mates (and even some clued-up girls) tap-hold SHOOT while the ball is in the air. It's easy, but you must do it properly. As soon as the ball is in the air, tap SHOOT and as fast as you can press and hold SHOOT again until the ball reaches the player. It takes practice to get it right, as the timing of the button presses needs to be quick. This is an essential skill if you're going to master the game, so it pays to practise heading and volleying in training mode.

Keeping possession is important and will help frustrate and break down your opponent. After you've pulled off a double-figure midfield exhibition of your one-touch pass-to-feet skills, try to work the ball up the middle into the danger area.

Using one-time passes will make it difficult for opponents to chase you down. Press PASS while the ball is in transit and use the D-pad for choosing the direction you want to send the one-timer. These require more skill and a little thinking ahead.

**“Defending is an art. You'll need to keep a cool head to avoid being sent off. Clever players will try and use their forwards to pull you out of place”**

Pass-back can be used to get one-twos going. While holding SKILLMODE1+SKILLMODE2, press THROUGH PASS to pass the ball and reposition for a return pass. While holding down

SKILLMODE1+SKILLMODE2, press JUMP to gain control of another player and ask for a pass.

## PRESSURE, NOT FOULING

Defending is an art, and you'll need to keep a cool head to avoid being sent off. Clever players will always try and use their forwards to pull you out of shape and then lay the ball back to a waiting player. Stand your ground and wait for the right moment.

You don't always have to commit to big slide tackles to gain possession back. By keeping your shape and letting the opponent come at you, you can force bad turnovers from passes. He'll then be forced to run through areas of concentrated defence which will make it more difficult for him to get into a good scoring position.

If your opponent does make it close to your box, you're better off using standing tackles, as these

are less likely to give away dangerous free kicks or penalties.

As a last resort, you can always pull down players who have an obvious chance on goal. Press JUMP and your player will foul the opponent. There are some cool reactions and falls. Try turning referee strictness down or doing it in training mode. Remember that players can dive as well, so be careful – especially when playing against Argentina.

## BEAT THE LAST LINE OF DEFENCE

If you want to get by that last line of defence, there's always a cool move you can use to pull off

Tackling is an art and you need to time it perfectly.



something spectacular. Paul

Scholes is pretty good at it, but he's a ginger. Yep, it's the flick move. This is great for beating a player who's rushing at you with hatred in his eyes. To make him look like a dick, simply hold SKILLMODE2 and press LOB, and he'll watch as the ball sails over his head onto your waiting foot.





If players get tired, sub them. Or turn the Fatigue setting off.



Don't use the SPRINT button too much or you'll wear your players out.



Press SKILLMODE1, SKILLMODE2 and SPRINT to instruct your player to peg it up the wing off the ball.

“Players who have a good shot accuracy/power combination give you a good chance of smacking one in from outside the area”



The keepers often parry shots, so always hang around for the rebound.



Let's hope Graeme Le Saux isn't in there somewhere looking for Seaman.

Think that's flash? Then try the 360-degree spin move. This is the best way to shield yourself from standing challenges and keep your momentum. Simply hold SKILLMODE1 or SKILLMODE2 and press SHOOT, and you'll look like Denilson in that Nike airport ad. A well-timed 360 at the top of the 18-yard box will give you a great chance at the net. However, although this move may look pretty, you can get hit really hard with a slide tackle. Don't get too cocky or you'll spoil the effect.

Lastly, there's the lateral, which is excellent for fooling those impatient defenders who tend to slide right at you, as this move will pull you right out of the way and into space. There are two ways to do it: tap SKILLMODE1 or SKILLMODE2 once, or hold SKILLMODE1 or SKILLMODE2 and press PASS. This move won't work against a standing tackle though. To jump over an

impending slide tackle, simply press JUMP. You can also hop over the goalie if you're good enough. Think Michael Owen, or Ian Wright when he was good.

### PARTING SHOTS

Use your star players. If you have a star player on your team, you should use him as a target man. Taking shots with players who have a good shot accuracy/power combination gives you a better chance of smacking one in from outside the area.

Be sure to use the SPRINT button selectively, and not all the time. If you sprint a player until he can no longer keep up with the pace, he'll take twice as long to recover than if you'd sprinted twice but for only half the time. The key is to let your players recover, or going to the Options menu and turning Fatigue off.

At the ends of halves, check the Fatigue levels of your players.

Tired players are often the reason you are beaten in a foot race. Turn Aggression all the way up if you want the CPU's players to perform slide tackles more often.

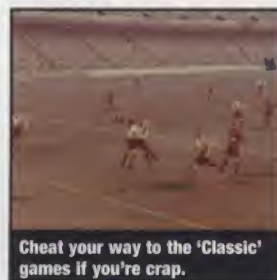
If you see an injury, be sure to substitute as soon as possible. It is often advantageous to kick the ball off yourself so the player can be replaced. If your opponent is a gent, he may even do it for you. Unless you're playing against Brazil or Chris Sutton.

Use the visual indicators and radar to keep track of where your players are, as with close-in cameras your team-mates are often off-screen. Check the direction of the off-screen indicator, as this is a signal one of your players is available to pass to.

Finally, a gamepad is obviously a lot easier to play with than a keyboard. We recommend the Microsoft pads, as you can daisy-chain them and they don't give you FIFA-thumb. ☑

## IF AT FIRST YOU DON'T SUCCEED... CHEAT!

You don't have to win the World Cup to access the 'Classic' mode – you can cheat. Go to Customise Player and enter these names. If done correctly there will be a confirmation noise.



Cheat your way to the 'Classic' games if you're crap.

**CARTMAN**  
**GONZO**  
**GABO**  
**KYLE**  
**MR HAT**  
**POWDER**  
**NEILA**  
**KENNY**  
**HURST**

Take a dive  
Hotpotato  
Big heads  
Skeleton  
Crazyball  
Sillymoves  
Alien – this is cool!  
Flaming ball  
Opens up the first four 'Classic' games

Go back to Match Select and press Scroll Lock. Up comes the Cheats menu. Tick off the Cheats you want to activate – many of them can be combined for pretty bizarre effects.



# DEAR WAZZA

PC Zone's resident agony uncle sensitively answers questions about your most intimate technical problems, and tries to bribe top tips out of you with 50 quid

★ ANSWERED BY Warren Chrismas

## GOT A QUERY, DEARY?

Send us a query or a top tip and you could pocket £50.

Share your techie or gaming-related problems with us, and we, in turn, may well share it with thousands of readers via these very pages in a big communal love-in-type-thing. And as an extra incentive, we're offering a cool £50 to the reader who sends in the most interesting query or toppest tip every single month. No, really. Send as much relevant information as you can.

**WRITE TO** Cash For Questions, PC Zone, 19 Bolsover Street, London W1P 7HJ.

**E-MAIL** Address your letters to us at [letters.pczone@dennis.co.uk](mailto:letters.pczone@dennis.co.uk) with the subject heading 'Dear Wazza'.

Please note: while we can assure you that we read every techie query sent to us, we are unable to offer personal replies. Also, please do not phone. Thanks.

## 3DNOW! OR NOT?

**Q** Is it worth replacing my Pentium II chip with an AMD K6-2 3DNOW! processor? I've heard that they're really good for games.

Robert Cannes, email

**A** We'll let you know soon by way of a full review. In the meantime, you'll find lots of sales blurb on AMD's website at [www.amd.com/products/cpg/k623d/index.html](http://www.amd.com/products/cpg/k623d/index.html). We'd be very interested to hear from any readers who've had experiences – good or bad – with non-Intel chips. We're also keen to get the views of those who have successfully (or unsuccessfully!) over-clocked their system's processor.

## PRIVA-TEARS

**Q** *Privateer 2*: "The best combat/trading game available," you say [PCZ #65]. Not if you've got a high-spec PC, like a Pentium II, I say. *Privateer 2* runs way too fast on today's PCs – so much so that it's unplayable. You might want to consider trying budget and older titles on higher specified machines in the future to see if they suffer the same problem.

Evin, Dublin

**A** This is definitely a first for PC Zone – a reader suggesting that we should use better machines for reviewing purposes. Usually we're accused of using mega-expensive ninja PCs, even though, in actual fact, we use a wide variety of machines, right down to a humble P133.

To answer your question (well, it wasn't a question, but let's not be pedantic), we've slowed down troublesome games in the past by simply opening loads of applications in the background under Windows 95. A cleaner solution, however, is to use a handy utility called Mo'slo, an evaluation version of which is available from [www.hpaa.com/moslo/moslotry.asp](http://www.hpaa.com/moslo/moslotry.asp). More info, including details on the \$20 Deluxe edition (don't ask), at [www.hpaa.com/moslo/](http://www.hpaa.com/moslo/).



Is a faster modem worthwhile? Find out in next month's Zone.

## RAGE HARD

**Q** The new Extended Play and Patches sections on the Zone CD are great, because a lot of my time on the Internet is spent looking for updates for games which I have. I'm particularly interested in patches which utilise my ATI Rage Pro-based graphics card. Could you look for patches for lesser-known cards like this?

LazyGit (probably not his real name), email

**A** While we wouldn't rule out running drivers and patches for less popular hardware in the future, I'm sure you can appreciate that the truly mass-market stuff must come first – and that means Voodoo/2, PowerVR and vanilla Direct3D. There's no need to spend hours scouring the Net though – you'll find a one-stop patch and information site for ATI boards at [www.atitech.ca/3dalley/titles.html](http://www.atitech.ca/3dalley/titles.html). Most 3D accelerator manufacturers run sites like these. Go to [www.dimension3d.com/](http://www.dimension3d.com/) for lots of useful links.

## FAT LAG (AGAIN)

**Q** As a leader of a UK-based Quake clan, I have looked into the subject of lag as much as I've looked at the gutter outside my local. You said that 56k modems offer no improvement over slower modems. This is

true and false. In general, 56k modems will not help you, but Phil Mansell [Dear Wazza, PCZ #65] mentions he has a Pace 56k and gets superb reaction times. This is because the Pace has top-quality drivers and, in particular, Winmodem drivers which have a huge effect on ping times. If you are looking to game online, the new 56k Pace is your best bet.

Russ Davies, email

**A** See below.

## FAT LAG (AND AGAIN)

**Q** You guys really haven't got a clue, have you? As a Quake player with almost two years online gaming experience, I can tell you that your opinion on 56k modems offering no improvement over 33.6k modems is quite obviously complete and utter bollocks. Upgrading from a 33.6k modem to an internal Pace 56k model reduced my Quake ping times from 170ms-ish (on a good day) to 110ms.

TG Onyx, email

**A** We've received hundreds of letters (well, seven or so at the last count) regarding the reply we gave to Phil Mansell [Dear Wazza, PCZ #65], some accusing us of everything from gross negligence and bias towards Wireplay (which didn't, until last month, support

56.6k connection speeds) to – rather bizarrely – the fact that some of us play Quake using keyboard controls (er, you're thinking of another mag, guys).

What we actually took issue with was the sweeping statement that gamers will knock a third off their Quake ping times simply by upgrading to a 56k modem. All very well, but when upgrading from what model? And using which Internet Service Provider? And which game server? We're more than happy to pass on readers' tales of improved system performance to other readers (and remember – good advice could win you £50), but please make sure you give us all the relevant details. We're not prepared to pass on generalisations, that's all.

We're happy to reiterate what we said in the same reply: that 56k modems can, under the right circumstances, offer speed improvements over 33.6k modems with Quake and other online games. Finally, we've been rather surprised by the number of readers recommending Pace modems for gaming. So, even though it's not the kind of area that PC Zone has traditionally delved into, we will be doing a group test of modems next issue, out Friday 4 September.

£50  
WINNER!

## NOT VIRGINS

**Q** With reference

to Ben Hibbin's Net Virgin query [PCZ #66] on Internet gaming, and your answer regarding Quake servers, can I recommend the excellent service provided by Barrysworld ([www.barrysworld.com](http://www.barrysworld.com))? They even provide a free dial-up account!

Dan Gillert,  
Brighton

**A** You sure can. Judging by the number of reader recommendations this month alone, Barrysworld is well worth checking out. A nice, succinct letter, too. So here's £50.



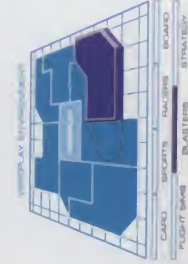


WELCOME TO THE LAND

# WIREPLAY >> DEPARTURE: 21:25

WWW.WIREPLAY.COM

DESTINATION: BLASTERS



- Challenge gamers across the UK over the Wireplay network.
- Experience gameplay up to three times faster than the internet, with latencies as low as 105 milliseconds.
- Play over 70 top PC games including Quake II™.

• Download the software now from [www.wireplay.com](http://www.wireplay.com) • Call Freephone 0800 800 918 now for your free Game Pack CD-ROM

• Calls cost just 2.5p a minute in the evening and at weekends on Pay as You Go. Alternatively, subscribe to Wireplay Unlimited for just £9.95 per month with calls then charged at local rates.



**Wireplay**  
The games network from BT



# HOW TO... USE THE NET TO IMPROVE YOUR GAMING LIFESTYLE

Want to use your Net connection to make gamesplaying more fun, rewarding and better value for money? Take a shovel to the turd of techno-babble that surrounds the Net and clear yourself a path

★ WORDS Adam Phillips

🕒 Hungry for Net-enhanced gamesplaying?



Information Superhighway, The Global Village – don't you just hate the hyperbole? While corporations and elitist Net-heads throw nonspecific buzz words at us humble public with the unrelenting intensity of an ebola outbreak, those of us who are still – shock, horror – unconnected are left, more often than not, wondering what all the fuss is about.

"I heard that you can use this Net thing to download Dutch porn." Well, yes... "And you can watch women get their kit off live?" Hmm... yep, but that's another story.

Because of the onslaught of all the blinding hype, some of you may not have cottoned on to just how useful the Net can be for improving your gamesplaying in every area. Unlike the glossy ads/niche magazines, *PC Zone* presents an overview of what paying 15 or so quid a month for a Net connection and £100 for a modem can actually do for your gamesplaying in real terms.

## IN THE BEGINNING

You've read all the mags with their boring-but-bloody-useful charts on the best Internet Service Providers; bought a modem; selected your browser; got used to the basics of 'surfing' the Net; and you're now hungry for a Net-enhanced gameplaying 'experience'? Then read on. (You can find the web addresses for the sites mentioned here in the Useful Sites panel on page 140)

## HOW MUCH?



There are two options for Wireplay gaming

★ **PAY-AS-YOU-PLAY** Costs 2.5p a minute off-peak (Mon-Fri 6pm-8am, and at all times over the weekend). At other times it's 6.4p a minute (minimum charge 5p). Bear in mind that you can't put the Wireplay number on your Friends And Family or Best Friend discount schemes (but you can as a subscriber – see below) because the PAYP option is treated as a premium number, not a local call. Which we think is a bit stingy if you ask us. Has anyone read about BT's profits over the last five years?

★ **SUBSCRIPTION** Use a credit card and you can subscribe to Wireplay for £9.95 a month or £99 a year. You can also put the Wireplay number on the aforementioned Friends And family and Best Friend discount schemes.



# THE WORLD WIDE WEB

So, exactly what has the World Wide Web got to offer the gamer? Well, what *doesn't* it have to offer...

**CHINSTROKERS SAY** A hypertext heaven where people from all walks of life can communicate through video, sound, images and text. Nirvana for the wired generation.

**WE SAY** The WWW is made up of millions of digital pages of info on any subject you care to mention. Unfortunately, 95 per cent of it is utter crap, but the other five per cent is worthy of further investigation.

Believe it or not, pretty much every aspect of PC gaming is covered on the WWW. Take buying the games in the first place. There are a variety of mail order companies online who all offer Net users the ability to

order the latest (or aging) games via simple online credit card forms. Some also offer you discounts if you make an order via their site – eg: Special Reserve won't charge you for postage & packing.

Once your game has landed on the doormat, any problems you encounter while installing can be answered via the standard tech phonelines or by going online. All major publishers and many developers have hompages on the WWW, and have either e-mail addresses to send your whinges to or, better still, detailed FAQs with up-to-date troubleshooting guides.

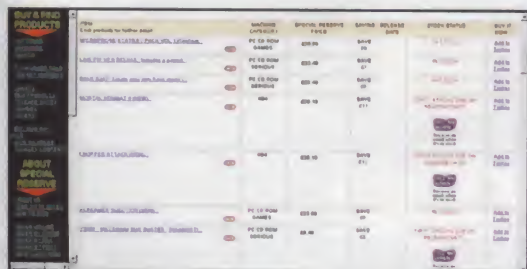
The PC games market being the beast that it is, software that is bugged to hell has been known to be released (*Tell me about it*

– Ed). Fortunately, developers/publishers usually have all the patches at their hompages ready for download. If they fail you, then online games magazines (that's e-zines for those who want to sound Net literate) such as Game Power have all the latest patches available and are updated on a daily/weekly basis.

With the game up and running, what happens if you get stuck with the gameplay itself? As we'll be reporting in next month's issue (out Friday 4 September), the Net offers an obscene number of hompages dedicated to cheat codes, hints and walkthroughs. Sites such as Cheats.Net are invaluable for those of you who can't figure out how to beat a game by yourselves.

Once you've finished a game, don't throw it in the bin quite yet either – class games like *C&C* and *Quake* have a mass of levels designed by Netizens online and, unlike expansion disks, they're free – everything from new maps to new units are available, which can inject a new lease of life into a once aging title (check out the Useful Sites panel on page 139).

Finally, the likes of Happy Puppy offer hundreds of demos to download. So if you're itching to get your mitts on the latest 'play one level of the next big thing' demo, pop along and download it. Be warned though: the Net's major weakness is its lack of speed, so large files can take an age to download.



① With a Net connection, you can order software online at discounted prices...



② ...hunt through archives for that latest patch...



③ ...drop in on certain superb sites boasting a mass of gaming goodies...



④ ...find a walkthrough for that game that's been beating you round the head with frustration...



⑤ ...or simply get the latest game demo straight from the developers.

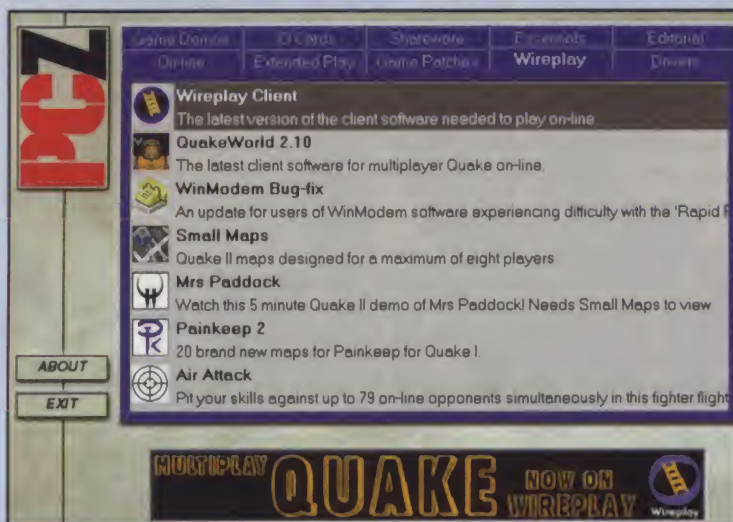


⑥ ...download new maps for flagship titles such as *StarCraft*...



# WALKTHROUGH: GETTING STARTED

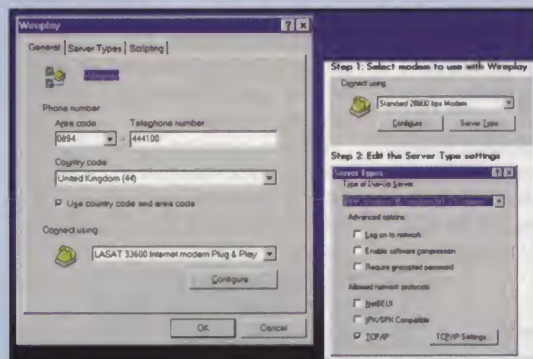
Calm down, calm down – QuakeWorld with all its addictive, multiplayer joys is merely a few clicks away...



**1** First off, grab that copy of *Quake*, wipe off the dust and install it. Once done, pop this month's *PC Zone* CD in, run the *PC Zone* prog, select the *Wireplay* folder, and double-click on *QuakeWorld 2.21*. Following the on-screen instructions, two programmes are installed on your machine – *QuakeWorld* and *Game Spy 3D*. After that, return to the *Wireplay* folder and double-



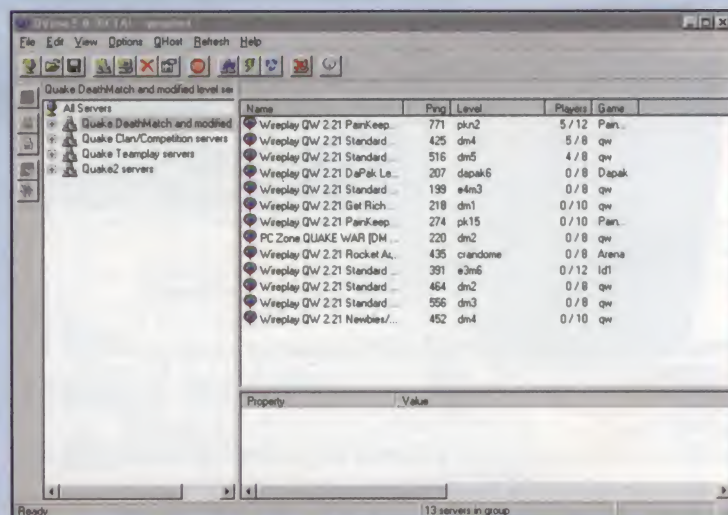
**4** The next screen offers you the chance to join either *Rapid Play* or *Games Worlds* – *Rapid Play* is designed for games that were originally intended for local area networks, not for country-scale consumption. For now, click on *Games Worlds* and, after a message, you are asked to register. Simply slap in your name, address, password and so forth. For the Callback number, enter your phone number. After re-entering your password and reading a couple of brief messages, you are whisked away to the noticeboard. This displays all the current games available on *Game Worlds*. Click on *QuakeWorld*, catch up on the latest *Quake* news, and then...



Types (check under the *Allowed Network Protocols* and make sure *TCP/IP* is selected). Then click on *Okay*. The installation program then makes the relevant registry changes and creates the relevant desktop icons.



games you have installed on your machine which you want to multiplayer with. For now, click on *QuakeWorld* (*Quake*) and then hit the *ADD* button so *QuakeWorld* appears. Click on the update path at the bottom of the window and press *Find*. The prog automatically finds the relevant file location of *QuakeWorld*. Then click on *Okay*. You'll be asked if you want to register for *Credit Card Billing* – select *No* for now. You are then asked to come up with your nickname – tap it in and then click on *New User*.



**5** ... click on *Launch Game* and you find yourself at the hub of *QuakeWorld* – *Qview*. Similar in operation to *Microsoft Explorer*, this server browser displays all the info about the various servers hosting blood-drenched deathmatches. There are four main servers in all: *Quake Deathmatch*, *Quake Clan/Competition*, *Quake Teamplay* and *Quake 2*. You find that *Quake Deathmatch* is already selected, and the window on the right displays all the deathmatch servers available, with key information such as the number of players currently slaughtering each other on any particular server, and the all-important ping rate.

**2** During the installation routine, you are presented with the *Configuring The Connection* screen. Simply select the modem you are using (it's in the pulldown list at the bottom of the left window) and then click on *Server*

**3** After reading the text files to check for any messages/update info etc, double-click on the *Wireplay* icon on your desktop (note: you need to use *Small Fonts* for *Wireplay* – to change your settings, go to your *Window Display Settings* and make the necessary adjustments). You are then presented with the *Setup* screen – the prog asks you to select the





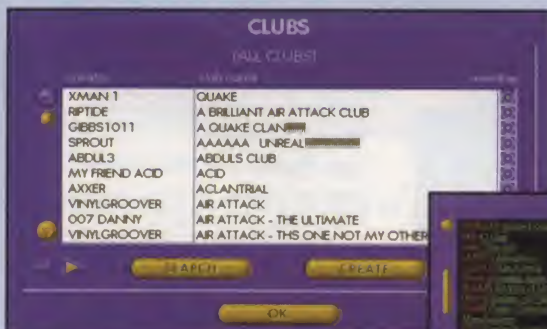
① On the Newbie/Novice game, players doing badly automatically start off with a more powerful weapon than a mere shotgun. I'm doing so well that... er... I'm not even on the on-screen scoreboard. Bastards.



② Collect the *Quake* coins to win the Get Rich *Quake* game – the new graphics and sound files are all downloaded automatically onto your hard drive. You just have to wait a while.

③ As well the standard deathmatches where usually seasoned players blow the hell out of each other, there are also variations on the theme, including a

Newbie/Novices server where the stronger you get, the weaker your weapon becomes (oo-er). This means that the best player ends up wielding a mere axe if he becomes too good, and therefore the overall gameplay is more balanced. Another variant is the Get Rich *Quake* server where players fight it out among each other and have to grab as many *Quake* coins as possible to win. We recommend the Newbie server for beginners – click on it twice in Qview and you're off. Enjoy



④ Join with other players and form clubs...

⑤ ...or create a *Quake* clan. The ones shown here are just the tip of the iceberg.

⑥ Played the basics? Become addicted? Course you have – and you have now indulged yourself in the basics of multiplaying. A further mass of options await you as you gain confidence: joining or creating clans; climbing up league tables; creating your own clan skins (costumes) for your character on-screen; and, of course, indulging yourself in other classic titles such as *Quake II*, *Duke Nukem*, *WarCraft II* and *Command & Conquer*. *PC Zone's* parting advice? Remember to eat and sleep. Oh, and go to work – you've got to pay those phone bills after all.



⑦ Work your way up the league tables and attain glory and mucho kudos.



⑧ Get stuck into some special blood-frenzied *Quake* events.

## A HELPING HAND

*PC Zone* asked James Kaye, one of the top dogs at Wireplay, for some friendly advice for the newbie player

- ★ Read the comprehensive Help section on Wireplay News – it's got all the relevant FAQs as well as beginner's set-up advice etc.
- ★ Make sure you have all the correct downloads etc, such as the latest version of *Quake II*, and any extra maps you want to play. All the downloads have a clear and concise explanation next to them so you'll know what to download. If you have the free Wireplay CD, you can also install some major maps as well as our skin pack file, which has most of the skins that are registered on Wireplay. You will also find our skinpack at [www.wireplay.com](http://www.wireplay.com) in the *Quake* section of our website. You can obtain the free CD by calling 0800 800 918. The June issue of *PC Zone* (issue 64) has a special Wireplay-sponsored CD which is crammed full of *Quake* goodies, so it may be worth your while to get hold of it (call our Back Issues on 01789 490215 if you missed it).
- ★ Most of the popular games have clubs which are run by Club Captains who hold newbie nights and are very welcoming. The Captains hold weekly tournaments and they will pair up people of a similar experience level.
- ★ In a game, don't be afraid to ask other users for help. Wireplayers are a close community and are willing to help others out. Just type in your message (after pressing 'T') and hopefully you'll get a response.
- ★ E-mail any one of our League Masters if you want to be partnered with new people or need any other help. League Master details can be found in the Leagues section of the Wireplay Website or in Wireplay *Quake* News.
- ★ Anyone can start a clan. Either find an existing one from the list in our *Quake* News, or in the *Quake* section of our website, then simply contact the Clan leader via e-mail. If you want to set up your own clan then e-mail us at [wirenews@wireplay.com](mailto:wirenews@wireplay.com) and we'll put up all the details, or even your appeal for others to join.
- ★ If you have any set-up problems, ring our helpdesk on 0345 577 577. They are open 12pm-12am, seven days a week, and are able to deal with a wide variety of *Quake* issues.

## GLOSSARY

A little wet behind the ears when it comes to Net-speak? Ne'r mind, lad, *PC Zone's* here to help

- ★ **CLAN** *Quake* gameplayers organised into teams. Rivalry abounds as different clans clash in the quest to become numero uno.
- ★ **DEATHMATCH** A free-for-all session of multiplayer *Quake* where everyone tries to kill each other.
- ★ **FAQ (Frequently Asked Questions)** A usually extensive list of questions and answers on any and every subject imaginable, from individual games to breast cancer. Prevalent on newsgroups to avoid newbies asking the same basic questions over and over again. Be sure to read them or else you'll just piss off regular visitors to the newsgroup.
- ★ **FRAG** To kill someone in *Quake*. Apparently the word is derived from killing someone with a fragmentation device. As well you know.
- ★ **LAG** Describes the slowness of a *Quake* multiplayer game. Caused by a cruddy connection or poor settings. See 'Ping', below.
- ★ **NEWBIE** Er... you – someone new to the Net.
- ★ **PING** Measures the speed of your connection to the server. A high ping rate means a slow connection; a low one means... you get the idea.
- ★ **SERVER** The 'host' computer that enables players to network together.
- ★ **SERVER BROWSER** eg Qview. Software that enables you to find servers. Decent versions offer the ability to see how many players there are on any given server, and give you the ping rate.
- ★ **SKIN** A graphics file that can be applied to your *Quake* character (model). Vital for any self-respecting *Quake* clan.



To Frag: To make like mince meat...



# NEWSGROUPS

You never know who you'll encounter on the web's newsgroups, where all manner of strange and wonderful beings gather to air their views

**CHINSTROKERS SAY** The true light and dark of the Internet – emotions and opinions outpoured in postings for the whole world to see and respond to. Therapy for the wired generation.

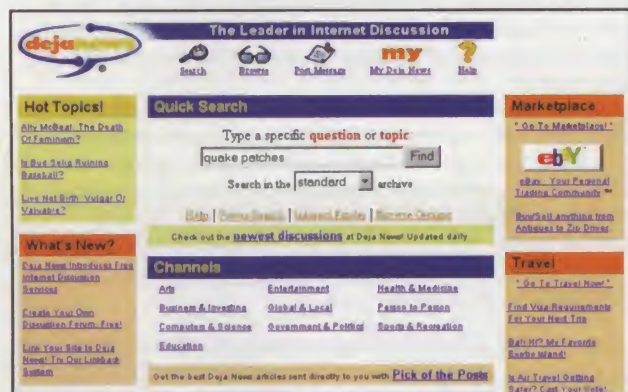
**WE SAY** Imagine a place where reprobates, psychos, geeks, nutters and 'normal' people post messages to one another about absolutely bloody anything. Be very careful out there.

This is the equivalent of ground zero on the Internet – there are hundreds of newsgroups, each dedicated to a particular theme or issue. From spanking and sheep loving, to *Unreal* and *Quake II*, if you have a question you need an answer to (and you can't find it anywhere else), then newsgroups are the place to go.

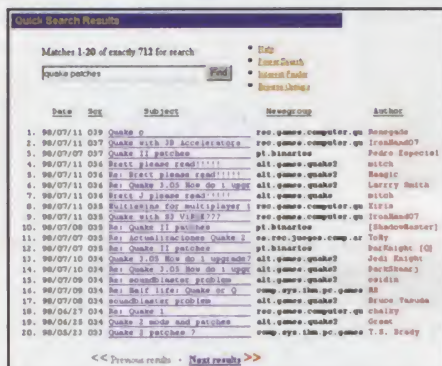
To make life easier for yourself, use the top newsgroup-specific search engine Deja News to find out if your question has been answered already, or to save yourself the time-swallowing effort of ploughing through huge indexes of newsgroups available on your ISP's server on the hunt for precisely the right one. Once a newsgroup has been located, simply tap its address into your newsgroup browser.

Once there, you can 'post' your questions or opinions. Keep your postings brief and, more importantly, relevant – hard-core newsgroupies can be a testy bunch and don't like time wasters. Worst still, post something offensive and you can expect to be 'flamed' – where angry folk inhabiting the newsgroup will drown you in a flood of rage-ridden e-mails.

Finally, make sure you return to the newsgroup over the next few days to see if anyone has posted an answer to your original posting – it's bloody annoying, but newsgroupies rarely respond to your e-mail address directly, only to your actual posting.



Visit Deja News ([www.dejanews.com](http://www.dejanews.com)), tap in the item that you want to locate in the newsgroups, and...



...hey presto! The results. The search engine also enables you to search the newsgroups for your own particular areas of interest – ie PC games.

# MULTIPLAYER GAMES

Think that your favourite games couldn't be bettered? Well, just you wait until you get a taste of the joys of multiplayer murderin' mayhem...

**CHINSTROKERS SAY** The next level in Immersive experiences. Competitive rivalry on a global scale. Team-building skills for the wired generation.

**WE SAY** A great excuse to kick the crap out of fellow human beings without ending up going to prison. Everyone's writing about them. Everybody, we are assured, is playing them. Multiplaying games are the next BIG thing in software – no more AI problems in the shape of ropy computer opponents; let the humans battle it out among themselves.

The problem for most folk is the cost and the equipment required. All the ravings in the press about the joys of multiplaying online can sometimes ring hollow when you realise that most journo bods are playing across the office network on kick-ass PCs, and don't have to



pay a single penny for the experience. While cost is an issue (see How Much? panel on page 136), there are some practical and affordable (as long as you don't get addicted) methods for checking out the latest in gameplaying advancement.

The one that gets the official *PC Zone* stamp of approval is the multiplaying Wireplay service from BT, whose start-up package is a regular feature on our cover CDs. If you've yet to be tempted, then use the beginner's guide on page 138 to how to set up your system and then indulge yourself playing *Quake* against hordes of psychotic fellow players.

By the way, for those who think their machines may be too slow for such an experience, everything featured here was carried out on a poxy P75 (clocked to a P100) with 16Mb of RAM and a Diamond Stealth 64 graphics card (which is some three years old now) – hardly a ninja PC now, is it? So what's stopping you?

## USEFUL SITES

From search engines to Developer/Publisher sites, to specific game sites, game e-zines and newsgroups where you can contact other gamers and find the answers to your hardware problems, all the info you need is out there somewhere

### WORLD WIDE WEB

#### SEARCH ENGINES

YAHOO [www.yahoo.com](http://www.yahoo.com)

DEJA NEWS [www.dejanews.com](http://www.dejanews.com)

#### ONLINE MAIL ORDER

SPECIAL RESERVE [www.reserve.co.uk](http://www.reserve.co.uk)

#### DEVELOPER/PUBLISHERS SITES

ACCLAIM [www.akim.com/games/index.html](http://www.akim.com/games/index.html)

ACTIVISION [www.activision.com/games/pub-index.asp](http://www.activision.com/games/pub-index.asp)

BULLFROG [www.bullfrog.co.uk/](http://www.bullfrog.co.uk/)

ELECTRONIC ARTS [www.ea.com/](http://www.ea.com/)

EPIC MEGAGAMES [www.epicgames.com/](http://www.epicgames.com/)

GREMLIN INTERACTIVE [www.gremlin.co.uk/](http://www.gremlin.co.uk/)

GT INTERACTIVE [www.gtinteractive.com/](http://www.gtinteractive.com/)

ID SOFTWARE [www.epicgames.com/](http://www.epicgames.com/)

MICROPROSE [www.microprose.com/](http://www.microprose.com/)

MICROSOFT [www.microsoft.com/games/](http://www.microsoft.com/games/)

SIERRA [www.sierra.com/](http://www.sierra.com/)

TAKE 2 INTERACTIVE [www.take2games.com](http://www.take2games.com)

3D REALMS/APOGEE [www.3drealms.com](http://www.3drealms.com)

VIRGIN GAMES [www.vie.com/games/index.html](http://www.vie.com/games/index.html)

#### SPECIFIC GAME SITES

Examples of some of the top sites for gleaning patches, deathmatch maps, FAQs or new levels

DUKE NUKEM [www.dukeworld.com/](http://www.dukeworld.com/)

GRAND THEFT AUTO <http://gta.storped.com/>

QUAKE [www.quakeworld.com/](http://www.quakeworld.com/)

RED ALERT [www.lookup.com/Hompages/69636/cc/cc\\_home.html](http://www.lookup.com/Hompages/69636/cc/cc_home.html)

STARCRAFT <http://terior.hostnow.net/>

TOTAL ANNIHILATION [www.annihilated.com/](http://www.annihilated.com/)

TOMB RAIDER I & II

[www.geocities.com/SiliconValley/Peaks/7281/](http://www.geocities.com/SiliconValley/Peaks/7281/)

UNREAL [www.unreal.org/](http://www.unreal.org/)

#### GAME E-ZINE SITES

Homepages dedicated to all things PC – whether it be reviews, cheats, patches or demos

GAMES MANSION [www.gamesmansion.co.uk/](http://www.gamesmansion.co.uk/)

GAME POWER [www.gamepower.com](http://www.gamepower.com)

HAPPY PUPPY [www.happyuppy.com/](http://www.happyuppy.com/)

PC GAME FINDER [www.pcgame.com/](http://www.pcgame.com/)

PC GAME REVIEW [www.pcr.com/](http://www.pcr.com/)

PC ZONE [www.pczone.co.uk/](http://www.pczone.co.uk/)

### NEWSGROUPS

Below are examples of the kind of newsgroups available where you can find info and mingle with other gamers. There are also plenty of newsgroups dedicated to hardware problems/issues such as 3dfx cards.

alt.games.starcraft

alt.games.unreal

alt.global.quake

alt.games.quake

alt.games.3dfx

3dfx.products.voodoo2

alt.games

comp.sys.ibm.pc.games.strategic

comp.sys.ibm.pc.games.flight-sim

comp.sys.ibm.pc.games.action

comp.sys.ibm.pc.games.adventure

comp.sys.ibm.pc.games.rpg

comp.sys.ibm.pc.games.sports

comp.sys.ibm.pc.games.misc



# Stuff

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Each month we review a huge range of products, add expert advice, plenty of entertainment, and a dash of sex appeal.



# NEW ISSUE, ON SALE NOW



# WATCHDOG

Wield your consumer power by allowing *PC Zone* to take your woes, gripes and complaints to the industry for some straight talking answers

ANSWERED BY Adam Phillips

## LIVING IN A WORLD O' HURT?

"That's the last straw!" If so, we're here to help. If you've got a consumer issue that needs addressing, drop us a line.

WRITE TO Watchdog, *PC Zone*, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.

E-MAIL E-mail us at [letters.pczone@dennis.co.uk](mailto:letters.pczone@dennis.co.uk) with the subject heading 'Watchdog'.

## BAD CARMA

**Q** We are writing to you about our annoyance with SCI and their apparently dismissive attitude towards thousands of PC gamers. In March, we bought the *Carmageddon Splat Pack* on the strength of it being 3Dfx-enabled and the excellent reviews it had received. As we expected, it ran extremely well on our Voodoo I card (Diamond Monster 3D), as do our other 3Dfx-enabled games.

However, we recently upgraded to a Creative Voodoo2 (12Mb). All our other 3Dfx-enabled games (*Manx TT*, *Quake I and II*, *TOCA: Touring Car*, *Ultimate Race Pro*, to name but a few) work excellently, although one or two (namely *Quake I and II*) have required patches which are readily available. The only game we experienced any problems with was SCI's *Carmageddon*, which locked up when the 3Dfx logo was displayed.

Disappointed but not too disheartened, we decided to contact the SCI technical helpline. After it had been made clear that we were actually running the game correctly, we mentioned that we had recently upgraded to the Voodoo2, at which point the technical advisor paused and said: "Ah." It then transpired that

*Carmageddon* doesn't support the Voodoo2 chipset.

Admittedly, anyone who has read the *Carmageddon* game manual will know that on page 29 it states: "There are no plans at this time for PowerVR, Rendition, D3D patches etc. *Carmageddon 2* will support D3D out of the box though." However, knowing how quickly new developments come to light in this field, we thought it

We then contacted Creative. Apparently, SCI originally confirmed to Creative that they would release a patch for *Carmageddon*, and then decided to abandon this patch indefinitely just before the release date. Creative's technical adviser conceded that the impression given was that SCI were putting customers in an uncompromising position if they possess a

**"SCI seemingly view a game rated at the top of the national opinion polls as disposable with the advent of new technology"**

feasible that this information may be out of date, and asked if there were any available patches for *Carmageddon* for Voodoo2. We were told that a patch was not available, neither were there any plans for one in the future.

The technical adviser went on to say that producing a patch for *Carmageddon* for Voodoo2 would mean rewriting the whole game. But how have manufacturers of other games such as *Quake II* and *F1 '97* managed to produce so many patches for existing popular games if it is as difficult as SCI would have us believe? He also let it slip that SCI had received numerous phone calls about this very matter.

Voodoo2 card, by forcing them to either put up with the Windows 95 version of *Carmageddon* at 320x200 resolution (what's the point of that?) or, alternatively, forsake the game in favour of *Carmageddon 2* if they want 3Dfx.

If this supposition is correct, we feel this is a deplorable marketing tactic on the part of SCI, who seemingly view a game rated at the top of national opinion polls as disposable with the advent of new technology – technology which they were obviously aware of as the sequel was already in development, and with a view to utilising it!

This is not merely a whining complaint about one particular game, rather it is a serious question about how we – the gamers, the consumers – are perceived as an exploitable market by certain manufacturers. As already mentioned, other software vendors (notably iD Software) have been sympathetic with consumers and released numerous patches to maintain sales of already popular games, while keeping in touch with technological advances.

As a point of principle, unless a patch for *Carmageddon* is released, we will not buy *Carmageddon 2* and subscribe to a company which attempts to coerce gamers into making a purchase purely because their choices have been so severely limited as a result of their desire to keep up with technology.

Andy & Tara Roberts

**A** We passed on your epic letter to David Ratcliffe, operations manager at SCI. He told us that there is now a Voodoo2 alpha patch available for *Carmageddon* – please find it tucked away on our cover CD this month.

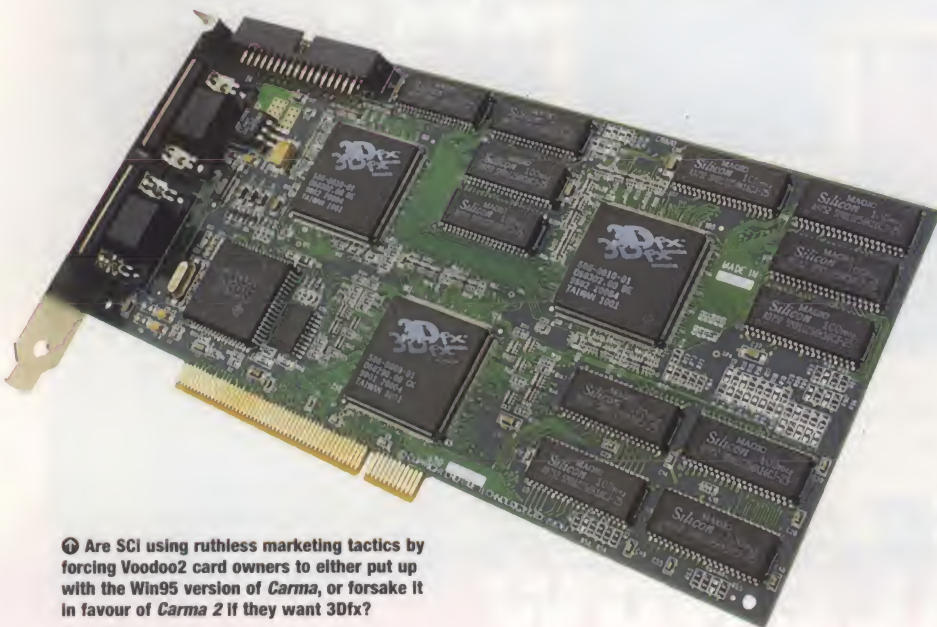
As for your comments on SCI in general, he offered the following: "When the *Splat Pack* was released, SCI had never even received a reference Voodoo2 board from 3Dfx, and from the technical information from 3Dfx we did not anticipate any problems. The *Splat Pack* is labelled correctly, in compliance with 3Dfx guidelines.

"I am not going to go into technical detail, but the patch for *Carmageddon* for Voodoo1 was very difficult to produce, and to then try and patch this to Voodoo2 was an even more Herculean task. Some games obviously need less work to patch, but *Carmageddon* needed much more.

"SCI and Stainless were faced with a choice: either divert resources from *Carmageddon 2* to produce a patch for *Carma 1* (a game nearly 12 months old when Voodoo2 came out), or keep the team on *Carmageddon 2*. *Carma 2* would have missed its Christmas release date if the team had had to down tools and work on a patch. What has happened is that one programmer, in his spare time – which he has very little of – has got a version working on the 3Dfx Voodoo2 chipset.

"SCI's and Stainless' attitude has not been to ignore or think that an older game is disposable and should not be supported, but [as a business, we only] have limited resources and just did not have the resources to produce a patch to the quality we, and I am sure our customers, would demand.

"All software faces problems when new technology comes along – especially when it is supposed



Are SCI using ruthless marketing tactics by forcing Voodoo2 card owners to either put up with the Win95 version of *Carma*, or forsake it in favour of *Carma 2* if they want 3Dfx?





Creative use of the truth? The Voodoo2 card's packaging promises a 'full' version of *Incoming*, not the OEM.

to be backwards compatible and isn't quite!

"Hopefully, with a patch being available, customers will realise that we do listen to their complaints and requests and will always endeavour to respond in an appropriate manner."

### 'CREATIVE' PACKAGING?

There is a problem with the packaging of Creative's Voodoo2 card. The box promises full versions of *G-Police*, *Actua 2*, *Incoming* and *Ultimate Race Pro*. "Nice one," I hear you say. "So what's the problem then?" Well, the problem is that *Incoming* is the OEM version and not the full game as stated on the box.

My suspicions arose when I noticed the lack of several features – for example, multiplayer – on my version when compared to the game *PC Zone* reviewed. I have tried to contact Creative but to no avail. I constantly get fobbed off with a different phone number.

The thought that Creative may have willfully deceived Trading Standards is entering my mind, as the misleading packaging lead me to buy the Creative card over the Diamond equivalent due to the bundled software – especially *Incoming*, which I intended to buy along with the card.

Sorry to be so long-winded, but I would be grateful if you could contact Creative on my behalf concerning this problem. I am very dissatisfied with the product and customer service shown so far by this company, and if you can't help, then contacting Trading Standards will be my next course of action.

Mark Thomson

**A** *PC Zone* spoke with Franco de Bonis, product specialist group manager at Creative Labs. His response was: "Since we included *Incoming* in Creative's 3DBlaster Voodoo2 bundle, Rage Software have continued to improve the game. Initially, Rage considered offering essentially similar functionality

for the retail version as with the bundled version, but their considerable efforts have resulted in a retail game with significant enhancements, including additional missions, multiplayer support and a greatly expanded 'world'.

"We always strive to give our customers the best gaming experience possible, with the most up-to-date software, and therefore will include this enhanced version as soon as it becomes available to us. We are presently finalising matters with Rage Software, and the mechanism by which users can upgrade their version of *Incoming* will be published on our website at [www.soundblaster.com](http://www.soundblaster.com) shortly.

"Any *PC Zone* readers without access to our website can call our pre-sales support line on 01245 265265, where they will receive information, once available, on how to go about upgrading their existing game version."

As for your problems with the help desk, Creative are currently investigating.

### UNREAL UNBELIEVABLE

**A** Two years! Two flippin' years I've been waiting for *Unreal* to show its beautifully textured face, and finally, with three crisp tenners in my hand, I walked up to the counter in GAME. I was about to buy a copy when, out of the blue, I heard: "I hope you've got a fast PC."

Mmm, I thought. P133, 3Dfx, 32Mb – yep, I think so.

"No, no. You'll be needing a 200MMX at least," said the helpful employee. "Maybe even a Pentium II."

My jaw dropped, my eyebrows raised, and my hopes were dashed. How dare Epic make a game only for the rich kids who have a LAN in their bedrooms? What about me, a student who starved for a week to save enough money to buy the game? How am I going to afford a Pentium II? Sell my body on the

streets? Urinate in my clothes to mimic a clown for spare change? (Eh? – Ed) Dress in women's clothing to distract the assistant in Dixons while my mate nicks a computer?

I was not very amused. Games should run on modest PCs as well as ninja-kicking turbo machines.

Nick Norton

**A** We ran your comments past Matt Broughton, PR bod at GTI, who commented: "I fear this reader has been the victim of an over-exaggerating sales assistant!"

Matt says that he plays the game on his similarly specced machine at home (a P133 with 3Dfx) and "it rocks, big time". He also adds: "I think it's also fair to say that, with all the hype and the enormous amount of coverage *Unreal* has received, it's been made pretty clear that the game is of a 'next-generation' breed, so we've hardly tried to mislead anyone."

### SPAM-TASTIC!

**A** I signed up for the *Unreal* online newsletter, which promised info updates on a regular basis, but I didn't receive anything. That was until the game was released. I have now received nine emails from Epic, one after another, all featuring exactly the same newsletter: "*Unreal* – Now In Stores." I'm just wondering when they'll stop!

Colin Pickup

**A** Ah, the merits of joining official online mailing lists. According to the Epic lads in the States, they had a problem with the mail server that sends out the messages to the *Unreal.com* subscription list, and it sent that message out several times to everyone on the list. They apologise for the inconvenience. They were excited to get the game out, but not *that* excited!

As for the validity of such a list both in the short and long term, Epic will be using it to notify people when there are updates and patches, which could be useful. ☺

# PCZONE

## Coming next month

EXCLUSIVE REVIEW & DEMO

# KLINGON: HONOUR GUARD



*Klingon: Honour Guard* is the first game to use the *UNREAL* engine. Find out in our EXCLUSIVE review if it's actually better than *Unreal*, and then play the EXCLUSIVE demo on our cover disc to see for yourself!

(check out page 64 for this month's preview)

## PLUS

### WAR OF THE WORLDS, DUNGEON KEEPER II

Previews of two hot new titles destined to be big this Christmas

### COMMANDOS PLAYER'S GUIDE

A mission by mission guide to this blindingly difficult game from Eidos

### MORE UNREAL HELP

If you're still reeling from the playing guide on page 124, make sure you catch part two next month

### HELICOPTER SIM SUPERTEST

Interested in helicopter sims? You will be after reading this. Don't miss our supertest of the best you can buy

### FREE COPY OF DUNGEON KEEPER!

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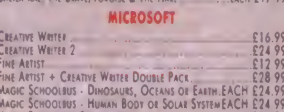
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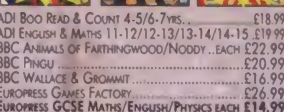
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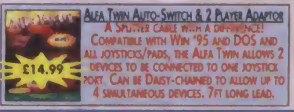
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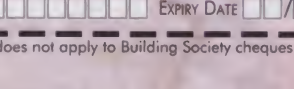
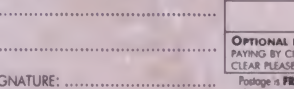
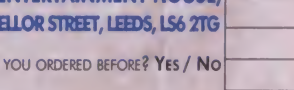
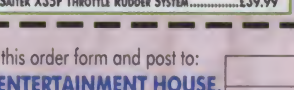
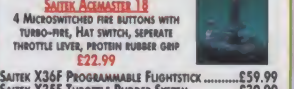
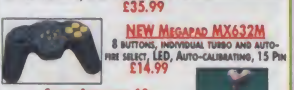
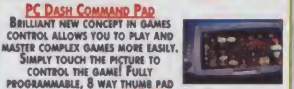
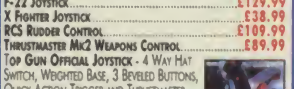
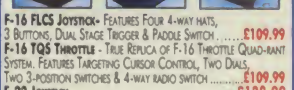
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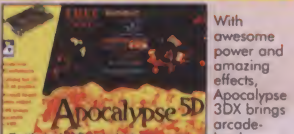


### Space Orb 360 £39.99

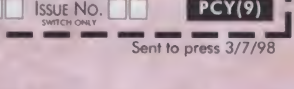
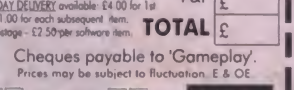
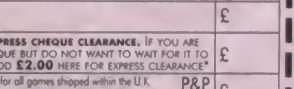
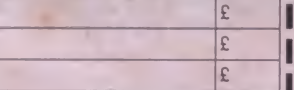
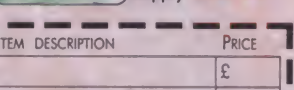
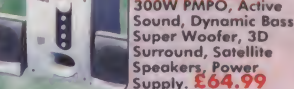
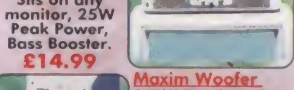
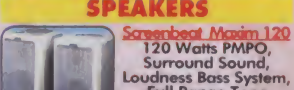
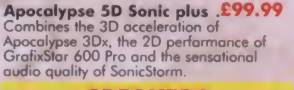


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 opinion are the current  
 top PC games in their  
 field, as well as a few  
 extras you might like  
 to consider if you're a  
 big fan of the genre

## ACTION GAMES



### QUAKE II

**PCZ #59 • 97%**

★ The sequel to 'the most important PC game ever' turns out to be more than worth the wait. Despite the odd bit of slowdown, single-player and deathmatch games are in a league of their own. As Macca concluded in his review: "Quake II is pretty much perfect." Buy it now.  
**PUBLISHER** Activision • 01895 456700



### JEDI KNIGHT: DARK FORCES II

**PCZ #55 • 94%**

★ It's not *Quake*, but then it doesn't even try to be. But it is a compelling, technically superb blend of action and exploration neatly wrapped up in the *Star Wars* universe. Altogether most impressive.  
**PUBLISHER** LucasArts/VE • 0171 368 2255



### FADE TO BLACK

**PCZ #31 • 94%**

★ The unofficial sequel to the excellent *Flashback*, this is a near-perfect blend of third-person exploration and combat action. The technical precursor to the fantastic *Tomb Raider*; it's a classic in its own right.  
**PUBLISHER** Electronic Arts • 01753 549442



### PRIVATEER 2: THE DARKENING

**PCZ #44 • 94%**

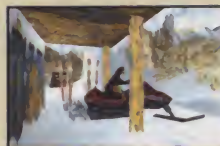
★ The ultimate mix of space combat, *Elite*-style trading and FMV action, *Privateer 2* was the first big budget release from Origin which used live action in a positive way. Absolutely packed with stars, this is pukka stuff.  
**PUBLISHER** Origin/EA • 01753 549442



### TIE FIGHTER

**PCZ #18 • 94%**

★ *Tie Fighter* is still rated by many as the finest space combat sim ever to be released. It succeeds because it successfully blends all the kudos of *Star Wars* with a wicked new engine for super-fast TIE on X-Wing fistcuffs.  
**PUBLISHER** LucasArts/VE • 0171 368 2255



### TOMB RAIDER II

**PCZ #57 • 94%**

★ The first game broke the mould, but the sequel even improves on the original. *Tomb Raider II* sports a curvier Lara, massive new levels to explore and a tidier control system. The game comes with native 3Dfx support and looks better than ever.  
**PUBLISHER** Core/Eidos • 0181 636 3000



### FORSAKEN

**PCZ #63 • 94%**

★ *Descent* is dead and *Forsaken* is now king of the tunnel-based shoot 'em ups. With huge, varied levels, heaps of graphical effects, weapons and a fantastic multiplayer LAN-based game, it's up there with the best of 'em.  
**PUBLISHER** Acclaim • 0171 344 5000



### DUKE NUKEM 3D

**PCZ #40 • 93%**

★ The debate rages on, and there are still a lot of people who rate *Duke* over *Quake*. It's not as technically impressive, but brags gameplay by the bucketload in one-player mode and when played over a network.  
**PUBLISHER** Eidos Interactive • 0181 636 3000



### UNREAL

**PCZ #65 • 93%**

★ Another potential *Quake II* killer that didn't quite live up to the massive expectations of the *Quake* community. It boasts atmosphere, incredible graphics, an unfolding storyline, great level design, a level editor, but the weapons lack 'oomph' and deathmatch can be lame.  
**PUBLISHER** GT Interactive • 0171 258 3791



### INCOMING

**PCZ #63 • 90%**

★ *Rage*'s awesome all-action arcade epic is quite possibly the best-looking action game we've seen this year. If you've got the hardware and want to get your hands on non-stop action and a dose of strategy, this is a must-buy.  
**PUBLISHER** Rage • 0121 452 8400

## ALSO CONSIDER

**QUAKE** Activision • PCZ #43 • 96%

**TOMB RAIDER** Eidos • PCZ #45 • 95%

**SPEC OPS: RANGERS ASSAULT** Take 2 • PCZ #65 • 88%

**JEDI KNIGHT: MYSTERIES OF THE SITH** LucasArts • PCZ #62 • 95%

**MDK** Interplay • PCZ #50 • 90%

**LAST BRONX** Sega • PCZ #62 • 87%

**MAGIC CARPET II** Electronic Arts • PCZ #32 • 92%

**HEXEN II** Activision • PCZ #54 • 94%



**DRIVING GAMES****CARMAGEDDON** **PCZ #50 • 95%**

★ Awesome arcade-style racer that's heavy on the hit 'n' run and gameplay. Loads of different cars to choose from, plenty of tracks, three ways to play and a fab multiplayer network mode make this one of the most entertaining driving games ever.

**PUBLISHER** SCI • 0171 585 3308

**FORMULA 1 GRAND PRIX 2** **PCZ #36 • 95%**

★ The amazing sequel to the greatest F1 driving sim ever. Updated brilliantly for the 94/95 season with all-new detailed circuits, cars and teams. Will run on a 486DX2 but you'll need a Pentium to run the hi-res mode.

**PUBLISHER** MicroProse • 01454 893893

**NETWORK Q RALLY** **PCZ #44 • 94%**

★ The seminal rally racer from Europress is the ultimate in skiddy, slidey action. 27 (count 'em) stages, loads of cars, a fantastic eight-way network option and varied terrain and conditions make this superior to the limited *Sega Rally*. Go buy it!

**PUBLISHER** Europress Software • 01625 859444

**F1 RACING SIMULATION** **PCZ #59 • 93%**

★ The sheer depth of realism is what makes *F1 Racing Sim* such an outstanding experience to play. Not only that, but it looks an absolute treat too – especially 3Dfx-ed up. Ubi Soft practically sprung up from nowhere and took the lead from the established names in the genre.

**PUBLISHER** Ubi Soft • 0181 944 9000

**NASCAR RACING 2** **PCZ #46 • 92%**

★ A worthy upgrade featuring a new, smoother 3D engine, improved opponent AI, more controllable cars, a simple single-screen car set-up and a multiplayer network option. The constant stream of headset messages adds atmosphere. A racing sim fan's must.

**PUBLISHER** Sierra • 0118 920 9100

**GRAND THEFT AUTO** **PCZ #58 • 92%**

★ This is the game that took over from *Carmageddon* as the media's favourite pet hate. Steal cars, dodge police, mow down pedestrians and cause mayhem in city streets in one of the most addictive driving games ever. *Micro Machines* on acid.

**PUBLISHER** BMG • 0171 973 0011

**F1 97** **PCZ #62 • 92%**

★ The long-awaited sequel to the excellent PlayStation conversion proved to be worth the wait, with improved driver AI, lush graphics, a split-screen mode and more ludicrous commentary from Murray Walker. Fantastic.

**PUBLISHER** Psygnosis • 0151 282 3000

**MICRO MACHINES 3** **PCZ #64 • 90%**

★ The manic miniature racing game gets the 3D treatment and loses nothing along the way. The new power-ups might not please the purist, but *Micro Machines 3* is still one of the finest two-player games around.

**PUBLISHER** Codemasters • 01926 814132

**MOTORHEAD** **PCZ #63 • 90%**

★ With drop-dead graphics and a blistering frame rate, this is a ridiculously fast, fab-looking, intense racing experience. Add a great LAN-based option (Local Area Network) and *Motorhead* is the ace of arcade racers.

**PUBLISHER** Gremlin Interactive • 0114 2639900

**ULTIM@TE RACE PRO** **PCZ #62 • 88%**

★ This is quite possibly one of the slickest arcade racers we've ever seen. The handling of the cars might be a little erratic, but the game itself is tremendous fun, especially when you play in deathmatch mode over a LAN.

**PUBLISHER** MicroProse • 01454 893893

**SPORTS GAMES****LINKS LS** **PCZ #43 • 94%**

★ The classic golf sim gets an update, and unsurprisingly it's fab. There's more options, luscious graphics, a redesigned menu and a view selection system. There's even a built-in upgrader for all the old data disk courses you splashed out on.

**PUBLISHER** Eidos Interactive • 0181 636 3000

**NHL 98** **PCZ #57 • 94%**

★ Another year, another *NHL*, but this one isn't just the best ice hockey game, it's one of the best sports games we've ever seen. Super 3Dfx-ed graphics, fantastic animation and awesome presentation make this a sports title not to be missed.

**PUBLISHER** EA Sports • 01753 549442

**PGA TOUR PRO** **PCZ #55 • 94%**

★ Nothing really distinguishes this version from the last, except for the brilliant and very easy to use Internet play facility. Waste no time, go and thwack some Americans right now. Remember: your country needs you.

**PUBLISHER** EA Sports • 01753 549442

**PETE SAMPRAS TENNIS 97** **PCZ #53 • 92%**

★ This game doesn't quite better *Super Tennis* on the SNES, but it's as close as you'll get on the PC. The simple control system means it's instantly playable, but we may as well tell you now that the women's skirts still don't fly up when they serve.

**PUBLISHER** Codemasters • 01926 814132

**PRO PINBALL: TIMESHOCK!** **PCZ #53 • 91%**

★ Remember *Pro Pinball: The Web*? This, the second table in the series, is better in every way. Improved ball dynamics, detail and sound effects, and of course there's the return of the world's dirtiest computer game voice telling you to "Lock those balls".

**PUBLISHER** Empire Interactive • 0181 343 7337

**WORLD CUP 98** **PCZ #65 • 91%**

★ The best football game available for the PC. Graphics and detail to die for, a creative control system that allows for awesome moves and goals, extremely competent AI and excellent presentation make this a must-have, even though it lacks a custom tournament mode.

**PUBLISHER** EA Sports • 01753 549442

**NBA LIVE 98** **PCZ #60 • 90%**

★ With even better graphics and commentary than before, it's one of the best-looking PC sports games. This version sports 'realistic' faces and players of different heights – it's by far the best basketball game available.

**PUBLISHER** EA Sports • 01753 549442

**VIRTUAL POOL 2** **PCZ #58 • 90%**

★ Okay, so *Virtual Pool 2* scored one per cent less than its predecessor, but this follow-up beats it hands down. 3Dfx support goes some way to pushing the series further, and the inclusion of English Pub rules make it a more essential purchase than before.

**PUBLISHER** Interplay • 01628 423666

**ACTUA SOCCER 2** **PCZ #59 • 90%**

★ Instantly accessible footie action in this latest instalment of Gremlin's high profile *Actua* series. Great graphics, easy control and a hidden Super Furry Animals team confirm *Actua 2*'s 'must have' status.

**PUBLISHER** Gremlin Interactive • 0114 2639900

**THE GOLF PRO** **PCZ #62 • 90%**

★ If you're bored with either *PGA* or *Links*, then this is the best of the 'mouse-swing' bunch. Good course design and some excellent tuition means there's loads of gameplay, though the putting lets it down a tad.

**PUBLISHER** Empire Interactive • 0181 343 7337

**ALSO CONSIDER**

★ Thinking of adding a *Formula One* game to your collection? Check out our round-up on page 112.

**INDYCAR 2** Cendant • PCZ #34 • 90%

**SCREAMER 2** Virgin • PCZ #45 • 93%

**DESTRUCTION DERBY 2** Psygnosis • PCZ #46 • 86%

**INTERSTATE 76: NITRO RIDERS** Activision • PCZ #63 • 87%

**TOCA: TOURING CAR CHAMPIONSHIP** Europress • PCZ #59 • 86%

**ALSO CONSIDER**

★ There's always a swell of different sports game types depending on the current sporting season. These are worth having a look at...

**MADDEN NFL 98** EA Sports • PCZ #59 • 87%

**TRIPLE PLAY 99** Electronic Arts • PCZ #64 • 90%

**TROPHY BASS 2** Cendant • PCZ #50 • 84%



## ADVENTURE GAMES



**ALONE IN THE DARK 3** **PCZ #21 • 95%**  
 ★ Better than the previous *AITD* instalments, *Alone 3* is a tense, ambient tale of Navajo Indian magic and reincarnation that unfolds in the usual *AITD* manner. This is now available as part of a compilation budget pack.  
**PUBLISHER** Infogrames • 0181 738 8199



**BIOFORGE** **PCZ #25 • 95%**  
 ★ Futuristic *Alone In The Dark*-style game with impressive graphics, puzzles and soundtrack. Often preferred over *AITD* games as its unique blend of arcade combat is explosive. The only drag is EA's refusal to make a sequel for it.  
**PUBLISHER** Electronic Arts • 01753 549442



**SYSTEM SHOCK** **PCZ #20 • 95%**  
 ★ This futuristic first-person cyberpunk adventure from the makers of *Ultima* was initially overlooked by many people. Now available on budget, this is a must-buy for those new to the genre. The graphics might be a little dated, but the atmosphere is still invigorating.  
**PUBLISHER** Electronic Arts • 01753 549442



**DISCWORLD II** **PCZ #44 • 93%**  
 ★ Perfect Entertainment's immaculate sequel to *Discworld* follows would-be wizard Rincewind in his search for the Grim Reaper. Not as hard as the first game, but bigger and better looking. *Discworld II* is a universally appealing adventure game.  
**PUBLISHER** Psygnosis • 0151 282 3000



**INDIANA JONES AND THE FATE OF ATLANTIS** **PCZ #37 • 93%**  
 ★ Follow a post-*Raiders* Indy in his search for the submerged metropolis. Three ways to play make for a high replayability factor, and the inter-character banter is brilliant.  
**PUBLISHER** LucasArts/VIE • 0171 368 2255



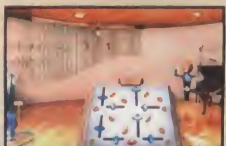
**LBA 2: TWINEN'S ODYSSEY** **PCZ #54 • 93%**  
 ★ Twinen is back – this time to thwart those pesky Esmers in this sumptuous sequel. The huge play area in *LBA 2*, coupled with seamlessly linked puzzles, creates a great-looking and hugely atmospheric adventure. A must for adventure fans.  
**PUBLISHER** Electronic Arts • 01753 549442



**SAM & MAX** **PCZ #11 • 93%**  
 ★ The hilarious dog/rabbit duo's first and only PC outing, in which they need to solve a host of bizarre puzzles. An all-talkie adventure with a gag-laden script, this is an essential budget-priced purchase even if you're not a point-and-click fan.  
**PUBLISHER** LucasArts/VIE • 0171 368 2255



**THE CURSE OF MONKEY ISLAND** **PCZ #58 • 92%**  
 ★ The third game in LucasArts' classic *Monkey* saga delivers the goods big-time, much to the relief of adventure fans everywhere. *The Curse Of Monkey Island* is the new benchmark for point-and-click adventure games.  
**PUBLISHER** VIE • 0171 368 2255



**STARSHIP TITANIC** **PCZ #63 • 91%**  
 ★ Douglas Adams' epic adventure is an innovative piece of software filled with everything that's right about adventure games. With its lush visuals and an innovative user interface, *Starship Titanic* is a must-buy for adventure fans.  
**PUBLISHER** Zabloc Entertainment • 01626 332233



**ECSTATICA II** **PCZ #48 • 91%**  
 ★ We dubbed it "an adventure with balls". It's hard, but it's one of the most rewarding adventures we've ever seen. It constantly surprises and is sure to keep even the most battle-weary adventure fan busy for weeks.  
**PUBLISHER** Psygnosis • 0151 282 3000

### ALSO CONSIDER

**FULL THROTTLE** Virgin • PCZ #27 • 92%  
**THE PANDORA DIRECTIVE** Virgin • PCZ #43 • 92%  
**TOONSTRUCK** Virgin • PCZ #45 • 93%  
**GABRIEL KNIGHT 2: THE BEAST WITHIN** Cendant • PCZ #36 • 88%  
**LITTLE BIG ADVENTURE** Electronic Arts • PCZ #21 • 93%

## ROLE-PLAYING GAMES



**ULTIMA UNDERWORLD 2: LABYRINTH OF WORLDS** **PCZ #1 • 94%**  
 ★ This improves on almost every aspect of its prequel, *The Stygian Abyss*. You explore a complex, ever-evolving dungeon; it has unsurpassed atmosphere and interaction.  
**PUBLISHER** Origin/EA • 01753 549442



**FINAL FANTASY VII** **PCZ #66 • 93%**  
**NEW ENTRY** ★ Fearsomely addictive gem of a game of truly epic proportions. Great graphics, plenty of hidden surprises and massive levels will keep you totally absorbed if you forgive the risible dialogue and turn-based combat.  
**PUBLISHER** Eidos Interactive • 0181 636 3000



**REALMS OF THE HAUNTING** **PCZ #47 • 93%**  
 ★ Although overlooked by many fans of the genre, our Mallo gave it a whopping 93 per cent when he reviewed it back in issue 47. Still well worth a look if you happen to see it going cheap, *ROTH* is a well cool mix of adventure and RPG.  
**PUBLISHER** Gremlin Interactive • 0114 2639900



**LANDS OF LORE: GUARDIANS OF DESTINY** **PCZ #56 • 92%**  
 ★ Four long years in the making, Westwood Studios' mammoth new adventure proved more than worth the wait. Sumptuous visuals and a tremendous atmosphere combine to make it an instant classic.  
**PUBLISHER** VIE • 0171 368 2255



**FALLOUT** **PCZ #61 • 91%**  
 ★ This surprised everyone in the office, proving to be both addictive and well conceived. Give it a chance and you'll discover that *Fallout* is a rewarding RPG which'll keep you entertained for hours. Not quite on a par with the mighty *Ultima* series, but then what is?  
**PUBLISHER** Interplay • 01628 423666



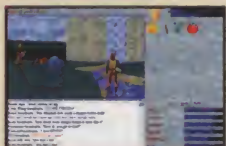
**ULTIMA VII** **PCZ #3 • 89%**  
 ★ Arguably the best of all the *Ultima* games, *Ultima VII* blends character interaction and the exploration of the world of Britannia. The last *Ultima* series to give complete party control. Check out the *Ultima Collection* for a real treat.  
**PUBLISHER** Origin/EA • 01753 549442



**DIABLO** **PCZ #48 • 88%**  
 ★ Standard hack 'n' slash fare, but pulled off with such style that it's addictive. A great storyline compensates for repetitive arcade combat and supremely detailed animation makes it a superb coffee-table game.  
**PUBLISHER** Zabloc/Blizzard • 01626 332233



**TERRIS** **PCZ #44 • 88%**  
 ★ A MUD in the old-school style of text-based RPGs, but it's so addictive that we're still playing it. The various quests, puzzles and monsters will keep you going for days. The gameplay is excellent, if you can handle the 'texty-ness'.  
**PUBLISHER** AOL • 0800 279 7444



**MERIDIAN 59** **PCZ #45 • 86%**  
 ★ This ground-breaking on-line RPG enables thousands of people to interact with each other in the same fantasy universe at the same time. Garish and horrible graphics aside, *Meridian 59* remains one of the best online multiplayer RPGs around.  
**PUBLISHER** 3DO Company • 0181 296 1949



**ULTIMA UNDERWORLD: THE STYGIAN ABYSS** **PRE-PC ZONE**  
 ★ This took role-playing games away from first-person tile-based RPGs. Amazing architecture, witty characterisations, layers of storyline and the best ending of any game in history.  
**PUBLISHER** Origin/EA • 01753 549442

### ALSO CONSIDER

★ These are the cream of the crop, largely because RPGs have taken a back seat to other game types over the last couple of years. However, also bear in mind...  
**DIABLO: HELLFIRE** Cendant • PCZ #59 • 82%  
**ULTIMA COLLECTION** Electronic Arts • PCZ #62 • 90%  
**RAVENLOFT: STONE PROPHET** Mindscape • PCZ #25 • 78%



## STRATEGY GAMES

**DUNGEON KEEPER****PCZ #53 • 96%**

★ A game with a genre almost impossible to define, *DK* takes *SimCity 2000*, *C&C* and *Ultima Underworld* and remoulds them into one hell of a title. Fantastic gameplay, and a lifespan on a par with the Queen Mother.

**PUBLISHER** Electronic Arts • 01753 549442

**SYNDICATE WARS****PCZ #43 • 95%**

★ One of the best strategy games of all time gets a sequel, and what a fabulous sequel it is too. *Syndicate Wars* houses a wealth of intricate levels, gorgeous graphics and enough gratuitous violence to keep anyone happy.

**PUBLISHER** EA/Bullfrog • 01753 549442

**X-COM 3: APOCALYPSE****PCZ #52 • 95%**

★ A revamped engine and a healthy helping of real-time combat have brought the fantastically addictive *X-COM* series bang up to date. If you like your strategy games deep and meaningful, you should buy *X-COM 3* immediately. It'll keep you busy for weeks.

**PUBLISHER** MicroProse • 01454 893893

**COMMAND & CONQUER: RED ALERT****PCZ #47 • 94%**

★ ...or *C&C* in SVGA with a few new units. It's a testament to the original's gameplay that the sequel can get away with adding few new features and still be such fun to play.

**PUBLISHER** VIE • 0171 368 2255

**PUZZLE BOBBLE****PCZ #50 • 94%**

★ We can't agree exactly where *Puzzle Bobble* fits – should it go in here, with the *Civs* and *Sims* of the PC gaming world, or in the Action section? But it most certainly deserves to be in our Top 100 section. Totally absorbing and addictive puzzle game.

**PUBLISHER** GT Interactive • 0171 258 3791

**AGE OF EMPIRES****PCZ #54 • 94%**

★ Imagine *Civilization 2*'s great empire-building gameplay improved with some excellent graphical touches and comprehensive multi and single-player options (all in real time). That's *Age Of Empires* in a nutshell.

**PUBLISHER** Microsoft • 0345 002000

**SIMCITY 2000****PCZ #13 • 92%**

★ A classic that deserves its reputation as one of the all-time greats in the strategy world. Build and maintain the city of your dreams and cope with all the problems a real-life Mayor would come up against. It's a lot more fun than it sounds, trust us.

**PUBLISHER** Maxis • 0171 505 1500

**THE SENTINEL RETURNS****PCZ #66 • 90%**

**NEW ENTRY** Twelve years on, the sequel to the 'classic' Amstrad and BBC Micro strategy-fest makes a welcome return. Some may find the gameplay a tad too repetitive, but it's compelling and runs happily on a P133.

**PUBLISHER** Psygnosis • 0151 282 3000

**CHAMPIONSHIP MANAGER 97/98****PCZ #57 • 90%**

★ The best football management game ever gets its seasonal update and a few added extras – you can now play a number of leagues simultaneously, and edit the existing stats.

**PUBLISHER** Eidos Interactive • 0181 636 3000

**CIVILIZATION 2****PCZ #36 • 90%**

★ Explore the world, conquer territories and research new technologies in one of the most successful strategy games ever. It's not that different to the first one, but it merits a '90s update and a place here.

**PUBLISHER** MicroProse • 01454 893893

ALSO  
CONSIDER

**STARCRRAFT** Cendant • PCZ #64 • 88%

**COMMANDOS** Eidos Interactive • PCZ #66 • 87%

**INCUBATION** Blue Byte • PCZ #56 • 94%

**MASTER OF ORION 2** MicroProse • PCZ #45 • 92%

**TOTAL ANNIHILATION** GTi • PCZ #56 • 92%

**WARLORDS III: REIGN OF HEROES** Broderbund • PCZ #55 • 90%

**SETTLERS 2** Blue Byte • PCZ #41 • 92%

**M1 TANK PLATOON II** MicroProse • PCZ #63 • 90%

## FLIGHT SIMULATION GAMES

**FLIGHT SIM 98****PCZ #55 • 94%**

★ Another year, and yet another flight sim to come from the mighty Microsoft. However, this time, with two new aircraft, a helicopter, hundreds of new airports and hugely impressive 3D acceleration, it's really worth having.

**PUBLISHER** Microsoft • 0345 002000

**F-22 ADF****PCZ #60 • 93%**

★ DID do it again with this awesome new combat sim that leaves the competition firmly on the ground. Graphics and control to die for, it only really lacks a decent campaign. The *Total Air War* add-on pack will make it near perfect.

**PUBLISHER** Ocean/DID • 0161 832 6633

**TEAM APACHE****PCZ #65 • 93%**

★ A highly accessible and detailed chopper combat sim that lets you get on with the fun stuff rather than struggling with systems and an over-complex flight model. A bit vacuous for die-hard prop-heads, but as flight sims go this is one of the most fun to play.

**PUBLISHER** Mindscape • 01444 246333

**Longbow 2****PCZ #59 • 92%**

★ "Longbow 2 is challenging, beautiful, exciting and fun – if you're 3Dfx'd up," we said in our review. If you don't have any extra graphics hardware, there's only one thing to do – think 'upgrade', 'upgrade' and 'upgrade'. It'll be worth the investment.

**PUBLISHER** Electronic Arts • 01753 549442

**JANE'S F-15****PCZ #64 • 92%**

★ A hard-core propeller-head's sim that can stand alongside the awesome Longbow 2 as one of the most realistic flight sims available. Newbies to the genre might find it a bit overwhelming, but it's worth persevering with.

**PUBLISHER** Electronic Arts • 01753 549442

**US MARINE FIGHTERS****PCZ #30 • 92%**

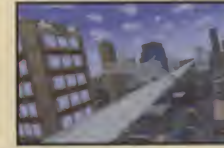
★ Lovely graphics and a realistic enough flight model. This was originally released as a mission disk for *US Navy Fighters*, but it now comes as part of the *US Navy Fighters Gold* pack, so make sure you go get that instead!

**PUBLISHER** Electronic Arts • 01753 549442

**FLYING CORPS GOLD****PCZ #59 • 92%**

★ Action-packed WWI flight simulation with neat graphics. Some of you may recall *Red Baron* as one of the greatest WW1 flight sims ever – this improves on the old classic to become the best PC WW1 sim currently available.

**PUBLISHER** Empire Interactive • 0181 343 7337

**JETFIGHTER III****PCZ #47 • 91%**

★ The follow-up to one of the most popular sims ever. Fly over three and a half million square miles of accurately-mapped terrain of South America. It really is just like being there. Oh yeah, you get to shoot things too, but sadly there's no duty free option.

**PUBLISHER** Eidos Interactive • 0181 636 3000

**A-10 CUBA!****PCZ #59 • 90%**

★ Functional graphics for a game that really does capture the imagination, mainly because the plane is an absolute joy to fly. Although it's slightly limited due to a lack of a fully-fledged campaign it's still great fun, as well as being pretty speedy on a modest Pentium.

**PUBLISHER** Activision • 01895 456700

**FLIGHT UNLIMITED II****PCZ #60 • 84%**

★ It can't really compete with the behemoth that is *Flight Sim 98*, and as a result is somewhat limited and claustrophobic. However, it does score highly for being more detailed in its smaller area, and much more fun.

**PUBLISHER** Eidos Interactive • 0181 636 3000

ALSO  
CONSIDER

★ If a flight sim is good, you can bet it'll stay on the shelves for a long time – hence our recommendation for *US Marine Fighters*. Some of the more recent releases worth considering include...

**AIR WARRIOR III** Interactive Magic • PCZ #62 • 80%

**COMANCHE 3** NovaLogic • PCZ #51 • 92%

**COMANCHE GOLD** NovaLogic • PCZ #65 • 87%

**F/A-18 KOREA** Empire Interactive • PCZ #61 • 90%



# ON THE CD

Don't sit there gawking at it, chuck the bloody thing in your CD drive and come back here when you get lost

★ WORDS Richie Shoemaker DISKMEISTER Daniel Emery

## HELP!

**CD trouble? HD playing up?**  
Don't worry – phone our helpline and sort yourself out, pronto!

**HD DISK HELP** Phone Matthew on 01274 736990 Any weekday between 9am and 4pm.

**CD-ROM HELP** Phone ABT on 01708 250250 or [pczone@abt-net.demon.co.uk](mailto:pczone@abt-net.demon.co.uk) Any weekday between 9:30am and 5pm, and Saturday from 10am to 2pm. (Please do not phone the PC Zone office as we're too busy putting the mag together to answer your calls.)

**BEFORE YOU DIAL...** If you are calling either helpline, then please take note of the following points:

- ★ If possible, have your PC operating and near to the phone when you call.
- ★ If this is not possible, note down all relevant information – ie system type, sound card, RAM etc – plus the nature of the fault.
- ★ Make sure you have a pen and paper to hand when you call to jot down the relevant info.

## NO CD?

If you don't have the CD issue, then fear not! Simply fill out this slip, enclose your HDs from the cover plus a cheque for a whole £1 and send it to:

CD Exchange (67), PC Zone,  
Bradley Pavilions, Bradley Stoke  
North, Bristol BS12 0BQ

## YOUR DETAILS (print clearly)

Name:

Address:

Postcode:

Please make cheques payable to:  
DENNIS PUBLISHING LTD.

★ CDs from previous issues are also available – call 01789 490213.



## DEMOS + SHAREWARE

### MINIMUM SPECIFICATION

- ★ You'll need at least a Pentium 133 with 16Mb RAM to run the software on this month's CD-ROM.
- ★ Many of the programs on our cover CD-ROM are designed to run under Windows 95 and, as a result, some of them may require a Pentium 166 with 32Mb RAM to run satisfactorily. Please note that some games also require a 3D accelerator card to run.
- ★ Use the browser and menu system to see which demos are Windows 95, DOS and 3D accelerator only.



## STARCRAFT

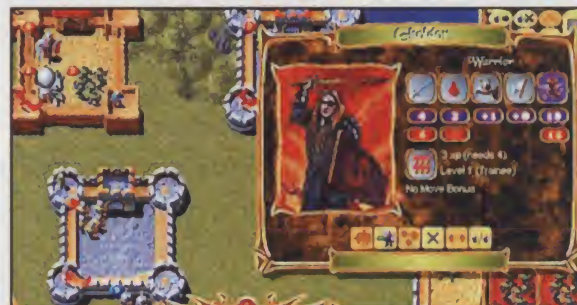
### Blizzard/Cendant

Of course it's a C&C clone. What isn't these days? But hey, it's *StarCraft*, the much-hyped space sequel to the most popular fantasy strategy game ever seen. In this demo, which includes a multiplayer map, a training mission and a full mission from the game, you take control of the Terran forces, one of three armies from the full game.

**Controls:** Mouse, keyboard  
**F10** – Game menu  
**ALT+S** – Save game  
**ALT+L** – Load game  
**ALT+H** – Help menu  
**ALT+O** – Options menu  
**+/-** – Increase/decrease game speed  
**CONTROL+X** – Exit game  
**CONTROL+Q** – Quit mission  
**CONTROL+M** – Toggle music  
**CONTROL+S** – Toggle SFX  
**SPACE** – Centre on last

transmission

**CONTROL+#** – Assign group '#'  
**#** – Select assigned group  
**#** – Centre on assigned group  
**SHIFT+F2-F4** – Assign location  
**F2-F4** – Centre on assigned location  
**ALT+Select unit** – Recall group  
**SHIFT+Issue command** – Set waypoint  
**CONTROL+C** – Centre on selected unit  
**ALT+C** – Centre on selected unit  
**TAB** – Hide/reveal terrain in mini-map  
**SHIFT+Select unit** – Add/remove unit from current selection  
**CONTROL+Select unit** – Select all units of that type on main screen  
**ENTER** – Send message  
**SHIFT+ENTER** – Send message to all  
**CONTROL+ENTER** – Send message to allies



### WARLORDS III: DARKLORDS RISING Red Orb Entertainment

### DON'T MISS OUR FULL REVIEW ON PAGE 100

Owning up to liking a turn-based strategy game featuring hairy trolls and magic swords may be about as socially acceptable as attending to an itchy ring on a crowded train, but that doesn't mean it's a game you have to hide from your mates. Why not try the tutorial and Orc Attack mission and see what you think. No, don't run away!

**Controls:** Mouse, keyboard  
**TAB** – Next group  
**ENTER** – Leave & select next  
**ESCAPE** – Defend group  
**END** – Move group  
**SPACE** – Group/ungroup all  
**HOME** – Centre on capitol  
**CURSORS** – Scroll map  
**BACKSPACE** – Disband group  
**DELETE** – Cancel move path  
**0 (zero)** – Centre on group  
**A** – Move all groups  
**B** – Build city/site  
**H** – Hero report  
**P** – Production  
**Q** – Show quest  
**R** – Raze city/site  
**S** – Stack dialog  
**V** – Vectoring  
**Z** – Search ruin  
**SHIFT+A** – Army report  
**SHIFT+C** – City report  
**SHIFT+D** – Diplomacy report  
**SHIFT+E** – Event report  
**SHIFT+G** – Gold report  
**SHIFT+H** – Hero deeds  
**SHIFT+I** – Sell items

**SHIFT+K** – Kills report  
**SHIFT+L** – Hero levels  
**SHIFT+M** – Mana report  
**SHIFT+P** – Production report  
**SHIFT+Q** – Get quest  
**SHIFT+R** – Ruins report  
**SHIFT+S** – Spells report  
**SHIFT+V** – Vector group  
**SHIFT+W** – Winners report  
**SHIFT+Z** – Sites report  
**/** – About scenario  
**?** – About *Warlords III*  
**F1** – Help  
**F2** – Fast save  
**F3** – Chat mode  
**F4** – View options  
**F5** – Set preferences  
**F8** – Quick chat  
**CTRL+E** – End turn  
**CTRL+L** – Load game  
**CTRL+N** – New game  
**CTRL+O** – Side lists  
**CTRL+P** – Ability points  
**CTRL+Q** – Quit  
**CTRL+R** – Resign  
**CTRL+U** – Undo movement  
**CTRL+V** – Quick vector army group  
**CTRL+X** – Minimise

### HOUSE OF THE DEAD Sega



Suitably gory arcade conversion for the PC that harks back to the 3D shoot 'em ups before *Quake*. No direction keys here, just shoot



and reload. This is a green blood version, so all you parentally guided kiddies can blow the heads off zombies without developing into homicidal killers.

**Controls:** Mouse

### XENOCRACY

Grolier Interactive



Try an arcade mission from this sci-fi sim that puts you in the

cockpit of an Earth fighter. The idea is to keep the peace between three different warring factions. But as with art mirroring life, these things rarely go to plan, of course.

**Controls:** Joystick required, keyboard

**ESCAPE** – Exit

**PAUSE** – Pause

**H** – Help screen

**B** – Briefing screen

**C** – Cycle HUD colours

**+/-** – Increase/decrease throttle

**BACKSPACE** – Max throttle

**8** – Sets throttle to match speed of lock on target

**9** – Set throttle to 33%

**O** – Set throttle to 66%

**SHIFT+E** – (hit twice) Eject

**SHIFT+G** – Activate gate drive

**S** – Averages strength of all shields

**F/R** – Maximum strength to forward/rear shield

**P** – Cycles through power systems

**[/]** – Allocate power blocks

**L** – Toggle lock to power system at its current level

**O** – Resets all systems to four blocks each. Excess power goes to reserve

**W** – Cycle weapon systems

**\** – Fire weapon

**ENTER** – Launch decoy

**T** – Cycle targets

**G** – Lock onto nearest target

**J** – Lock on to nearest enemy

**SPACE** – Lock on to nearest target within the target reticule

**1, 2, 3** – Store current locked target in preset memory slot

**F1, F2, F3** – Lock onto preset target from stored memory slot 1, 2 or 3

**F4-F12** – Various camera views

**O (keypad)** – Chase camera

**Z** – WSO screen

**CONTROL+B** – “Break and attack”

**CONTROL+C** – “Cover me”

**CONTROL+D** – “Check status”

**CONTROL+G** – “Gate out”

**CONTROL+A** – “Attack my target”

**CONTROL+M** – “Continue mission”

### SPELLCROSS

SCI



This turn-based strategy game takes the isometric view and brings back the orcs, this time in a more contemporary setting. You



## GRIM FANDANGO

LucasArts/Virgin

LucasArts are back with another adventure, this time in full 3D and set in the land of the dead. You are Manny Calavera, a bony-faced travel agent and, here at least, in league with a revolutionary leader doomed to failure. The quest is to find some eggs. Easy, you think, but you'll need to make sense of the clown in the carnival.

**Controls:** Keyboard, gamepad, joystick

**F1** – Bring up list of commands

**8/2 (keypad)** – Forwards/back

**4/6 (keypad)** – Turn left/right

**SHIFT** – Run

**E** – Examine

**I** – Inventory

**ENTER** – Use/talk/put inventory item in hand

**P** – Pick up item/return item to inventory

**DELETE (keypad)** – Look at next nearby item

**PAUSE** – Pause

**ALT-X** – Quit

**CONTROL-K** – Toggle movement mode

**CONTROL-J** – Enable/disable joystick/gamepad

**CONTROL-T** – Text/voice/text & voice toggle

**CONTROL-M** – Music off/on

**CONTROL-B** – Gamma control

**GAME OF THE CENTURY**

**BRIAN LARA**

**CRICKET**

**COMING AT YOU SOON**

Codemasters



# THE FIFTH ELEMENT

**Kalisto/Ubi Soft**

This game of the stylish sci-fi film sees a rather revealing rendering

of Milla Jovovich as she springs about this seven-minute demo in true Lara Croft fashion (yes, in her

body thong). You can also play as the Bruce Willis character, though thankfully fully clothed.

**Controls:** Keyboard, gamepad  
**CURSORS** – Forward, back, left & right  
**Q** – Jump  
**SHIFT** – Kick/punch  
**CONTROL** – Shoot/kick  
**ENTER** – Action  
**7/9 (keypad)** – Side jumps  
**1,2** – Change gun  
**3,4** – Change ammo  
**5** – Reload gun  
**BACKSPACE** – 180-degree turn  
**Q** – Hang on ceilings  
**S** – Accurate moves  
**W** – Crouch/stand  
**FORWARD + SHIFT** – Plunge while shooting  
**FORWARD + SHIFT + CONTROL** – Special attack (Leeloo)  
**TAB** – Grenades  
**0 (keypad)** – Toggle camera  
**SPACE** – Protection  
**/** – Fade control  
**F1/F2** – Change resolution



← control squads of infantry, commandos and the like, and the idea, we assume, is to put them back where they belong – in a fictional past.

**Controls:** Mouse, keyboard  
**1-8** – Select group  
**TAB** – Map  
**A** – Attack mode  
**M** – Move mode  
**SPACE** – Change mode  
**ENTER** – End of turn  
**H** – Heal unit  
**C** – Centre on unit  
**N** – Next unit  
**I** – Info  
**O** – Options  
**F1** – Help  
**F12** – Snap the screen

## BASS MASTERS CLASSIC THQ

Fishing game in 3D shocker! You can imagine the headlines as the world coughs up it's eggy bread, choking in bewilderment as the realisation dawns that someone somewhere decided that what the games world needed was a *Quake*-style fishing sim with

force-feedback support. Surely it'll never catch on.

**Controls:** Mouse



## BLACK DAHLIA Take 2 Interactive



A surprisingly accessible and demanding 'inneractive moovie' where you're out to catch a killer who goes around chopping up people and sucking their brains out through a straw. In this demo though, you won't get much



# PATCHES

Many of the patches are self-extracting – the installation program will automatically detect where the full game is installed, and you just follow the on-screen instructions. Some of the patches will extract to a /patches directory on your c:\ drive. In this case, run the patch from there or take a look at the accompanying readme file.

## ARMOR COMMAND

Upgrades Take 2's 3D real-time strategy game from version 1.03 to 1.06.

## BATTLECRUISER 3000AD

This v1.07c patch enables Voodoo 2 users and 3Dfx card owners to make the most of this epic space trading sim.

## CARMAGEDDON

Now you can let the blood splatter all over your Voodoo 2-accelerated monitor.

## CASTROL HONDA SUPERBIKES

Update to v2.0 and take advantage of force-feedback control and Voodoo 2 cards.

## DARK REIGN

If you're on version 1.3 of Activision's real-time strategy game, you need to uninstall and go back to v1.2 included here.

## DEER HUNTER

A few graphical glitches resolved in this 1.0a release, among other things.

## CONFLICT: FREESPACE

The multiplayer game was flawed but now it should be fixed – so says this 1.02 patch for Interplay's top space sim.

## DIE BY THE SWORD

Apparently there were a few custom move problems which have now been attended to in version 1.04.

## FORMULA 1

At last, a Voodoo 2 upgrade for this excellent arcade-style racer.

## INCOMING

If your PC has a Cyrix chip and you were thinking of returning this superb action game to the shop, think again. The problem is now fixed.

## JEDI KNIGHT

A small ickle joystick bug has prompted LucasArts to release this patch. Hey, they are human after all.

## QUAKE II

Now up to version 3.17, this is apparently the last update we'll see for *Quake II*. You'll need it to play on Wireplay.

## SENSIBLE SOCCER 98

*Sensi '98*, meet Windows 98 – you'll now get on like a house on fire.

## STARS!

Version 2.6h to 2.6i upgrade. Nothing that you'd call serious, just a few unseen problems seen to.

## STAR WARS SUPREMECY

This v1.01 patch fixes incompatibility problems for multiplayer gamers between the UK and 'rest of the world' releases.

## VIRTUAL POOL 2

This top pool sim now works in 16-bit

colour mode in Windows 98.

## X-COM INTERCEPTOR

Upgrade to v1.2 and thwart those joystick bugs and annoying Net gaming zone problems.

## EXTENDED PLAY

**DON'T MISS EXTENDED PLAY, BEGINNING ON PAGE 154**

## DUNGEON KEEPER

While we wait on tenterhooks for more teasing details of Bullfrog's goblin-slapping sequel, we have to console ourselves with bolting new bits on to the original. Further installation details can be found in the Extended Play section of the mag, but take note that all the files here will extract to a /temp directory.

## JEDI KNIGHT

Creating *Quake* levels is so passé; not that any of us could do it. For those of you brave enough to attempt such things, we've got a full level editor for LucasArts' *Quake*-killer and a couple of deathmatch levels. Fire 'em up.

## POD

Check it out – 23 new vehicles for Ubi Soft's futuristic racing game. You'll need to install the CD Patcher to get them working, but if you were getting tired of the original game this lot should help blow the dust off the box.





further than your new office. Unsurprisingly, as the full game comes on eight CDs.

**Controls:** Mouse

### LIBERATION DAY Interactive Magic

Numerous in this month's turn-based demo collection, and one that received a fair drubbing from yours truly back in issue 64. You control Terran forces against the Shubblar, an alien menace who like nothing better than to darn socks and bake bread – they deserve to die.

**Controls:** Mouse

### S.C.A.R.S.

Ubi Soft



Another futuristic driving game from the people who bought us

Pod, this one again giving you access to a whole host of weapons and power-ups. Only one track is available in this 3Dfx-only, time-limited demo, but at least you can try a two-player game if you find yourself a friend.

**Controls:** Keyboard, gamepad

### ONE PLAYER GAME

**CURSORS** – Accelerate/reverse/left/right

**SPACE** – Handbreak

**A** – Lights on/off

**S** – Swap weapons

**D** – Jump

**F** – Fire weapon

**V** – Change camera mode

### TWO-PLAYER GAME

(Player one controls menu and selection. Player two chooses his car with keypad\_7 & keypad\_9, using keypad\_ENTER to select.)

**Player one:**

**I/K** – Accelerate/decelerate

**J/L** – Left/right

**SPACE** – Handbreak

**A** – Lights on/off

**S** – Change camera mode

**D** – Swap weapons

**F** – Jump

**V** – Fire

**Player two:**

**/ (keypad)** – Accelerate

**8 (keypad)** – Reverse

**7/9 (keypad)** – Left/right

**DELETE** – Handbrake

**END** – Lights on/off

**INSERT** – Change camera mode

**HOME** – Swap weapons

**PG UP** – Jump

**PG DOWN** – Fire

### THE REALM Cendant



Here we have a 30-day trial version of Cendant's online-only RPG, complete with orcs, leather bodkins, and no doubt hundreds of gamers calling themselves DeathSlayer. Do what we do: call

yourself Herbert The Pansy, go online, then swear a lot. Words like cu... (*That's enough – Ed*) Check out the readme file for a list of chat commands.

**Controls:** Mouse, keyboard

### TERRA INCOGNITA Team Fatal



It's another of those Japanese-style RPG/platform games, suitably featuring a bizarre form of English. Laugh it up. Then try translating the text back to Japanese and see who's laughing.

**Controls:** Keyboard

**CURSORS** – Movement

**SHIFT** – Use sword/pick up/read signs

**CONTROL** – Jump

**KEYPAD** – Rotate view/zoom in

## GOT THE FLOPPY DISK VERSION?

*Terra Incognita and Mutant Chicken Races* lurk on this month's floppies

### MUTANT CHICKEN RACES TrentSoft

For all you gambling addicts too skint to afford the CD version of this fine mag and who've lost a small fortune on the World Cup, we have a simple game of luck. Like a PC version of that 10p-swallowing horse racing game that all fairs seem to have, except here you have to bet on chickens instead. Simple, ain't it?

**Controls:** Mouse

For details on TERRA INCOGNITA, refer to DEMOS section on the left.

## ON THE CD ADDED EXTRAS

### WIREPLAY

If you've read the How To Play Online Games feature on page 136 and you're still lost about how to start notching up those online frag counts, then perhaps the easiest way is to try Wireplay. The disk includes the latest version of the client software as well as QuakeWorld 2.21. You'll find the latest maps for teamplay and deathmatch, and the latest version of TeamFortress for the original Quake.

### ZONE TIPS DATABASE

Again we've updated the hints and tips database, so now you can find even more cheats and solutions for your favourite – and perhaps not so favourite – games. If you can't find the one you want, you'll either have to wait for next month or phone our Tips Line (0171 917 7698 3.30-7.30 Thursdays). Be nice to the chap, he doesn't get out of his cave all that often.

### HOTSHOTS

There have been a few games recently that have taken our eye, not least being a couple of the 3D shooters currently on the way. As well as some screenshots, you'll find rolling demos of *SiN*, *Thief: The Dark Project* and *Duke Nukem Forever*. And you thought *Half Life* was looking a bit tasty.

### PLUS:

### EZ DESK '95 V1.7

Superb application for saving desktop configurations. Useful for when you crash out of games.

### Paint Shop Pro v5

The latest and greatest shareware paint program. Ideal for creating Quake skins.

### WinZip v6.3

Essential archiving utility you can't miss.

### DirectX v5.2

Drivers essential to run all the latest games and demos.

### DirectPlay v5.0a

Microsoft online drivers for Internet-based multiplayer.

### Glide v2.43/3Dfx

### Voodoo 2 drivers

The latest drivers for Voodoo 1 and Voodoo 2 graphics cards.

### SciTech Display

### Doctor v6.0

Graphics card playing up? Try a course of this for 30 days.

### Ameol v2.12

CIX online conferencing software.

### GetRight 3.1

A soothing cure for those downloading headaches.

### Kali95

Popular Internet gaming software.

### Compuserve 2.6a

Try one month on one of the most popular online services on the planet. This version will work on Windows 3.1 and includes Microsoft Internet Explorer v3.

### Oil Change v2.1

Find and download the latest software upgrades.

### TimeOnline 1.01e

Save money by keeping track of your time online.

PLAYSTATION

PC CD ROM Windows 95

ANYTHING ELSE  
JUST ISN'T CRICKET.

BRIAN LARA  
CRICKET  
COMING AT YOU SOON

Codemasters



# EXTENDED PLAY



**Don't put that box in the loft! We've got the best hacks, the nattiest cracks, and every cool tool you need to get more from the games you already own**

★ WORDS Phil Wand **CARTOON** Charlie Brooker

## TRY IT YOURSELF



On this month's cover CD we've put all the official patches, bug fixes, utilities and map editors we could find, including all the ones mentioned in these pages. To track them down, use the CD browser to go to the Patches section. All the patches are listed with a brief description and any relevant documentation. Make sure you read any associated README files for information on how to install individual patches. For further help, turn to our CD pages, starting on page 150.

**F**ive years ago, on a bored Sunday afternoon, I decided to turn my house into a *Doom* level. Looking back, I can see the attraction of a frag-fest around a big pad with hundreds of chambers, secret passages and cavernous halls. So why I thought four small rooms in Brentwood would make a great deathmatch arena, gawd only knows.

Nevertheless, I drew up the plans. And it looked fab. But you know what? I couldn't do it. It was completely impossible. Not only did the insane DOS-based editor look and feel like it'd been stolen from a McDonnell Douglas flight deck, but *Doom* itself wasn't able to cope with two objects being above one another, so straight away I had to junk the upstairs. And then there was the issue of doors. Every time I put one in, the bastard thing stayed still and all the walls dropped instead. Remember, this was just the ground floor of my gaff – imagine the mess the Duke of Marlborough would have got into trying to map out Blenheim Palace. So I huffed and gave up.

Today things are a little different. The friendly face of Windows tools means that tampering with your games to make them play the way you want them to is a wonderfully easy task. And once you've got the editing bug, you just can't stop.

**“Why I thought four small rooms in Brentwood would make a great deathmatch arena, gawd only knows”**

## FUN ON THE INFOBAHN

If all these editors, levels, utilities and miscellaneous power-ups give you a tingle, keep an eye on the following websites for the latest versions

**DUNGEON CREATOR** [www.the-rocks.demon.co.uk/index2.htm](http://www.the-rocks.demon.co.uk/index2.htm)

**UNDED** [www.thenet.co.uk/~chrisd/index.html](http://www.thenet.co.uk/~chrisd/index.html)

**DUNGEON KEEPER EXTRAS** [www.geocities.com/TimesSquare/Lair/6086/](http://www.geocities.com/TimesSquare/Lair/6086/)

**FIZZBAN'S KEEP** [www.scott.net/~sragan/dungeon/](http://www.scott.net/~sragan/dungeon/)

**ELECTRONIC ARTS PATCHES** [www.ea.com/techsupp/patches.htm](http://www.ea.com/techsupp/patches.htm)

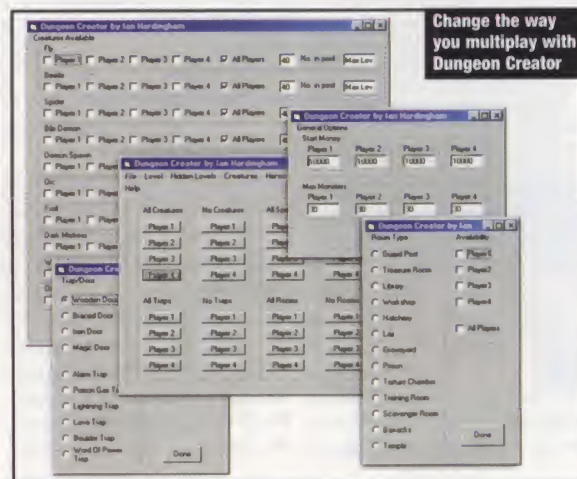
**VALLEY OF THE JEDI** [www.votj.com](http://www.votj.com)

**POD** [www.ubisoft.com/pod/ENGLISH/files/files.htm](http://www.ubisoft.com/pod/ENGLISH/files/files.htm)



8

Darth Behaving Badly



## DUNGEON KEEPER

❶ **Violate Bullfrog's masterpiece with our little bag of tools**



There's always been something distinctly odd about Bullfrog God sims. I first noticed it when playing *Populous*, and it's bugged me ever since: a nagging doubt that I was entirely surplus to requirements. Most software requires you take control of it; Bullfrog games have a life force of their own and can get along fine without you.

*Dungeon Keeper* is a case in point. Map out a network of tunnels, plan a handful of rooms, and then leave all the hard work to the creatures. They'll potter around the screen, digging and chattering to themselves. All you do is stare at your monitor, stuck in half a trance, admiring their handiwork. Finally you fall onto your bed at 4.30am with the sights and sounds of the game still reverberating around your aching skull. Arggh!

## ❷ DUNGEON CREATOR

(DC17.ZIP) is a Windows tweaker that enables you to change a whole bunch of values relating to the game's multiplayer dungeons. Installation isn't as simple as double-clicking, so pay attention.

First, unzip the files from the *Dungeon Creator* archive into a new directory. Then copy the *KEEPER.CFG* file from that

directory into your main *Dungeon Keeper* directory. With me so far? Good – that was the easy bit. Now you have to put your original CD-ROM into the drive and copy the LDATA and LEVELS sub-directories from it to your main *Dungeon Keeper* directory on your hard disk. Be sure you set all the text files in the latter sub-directory to have read/write attributes – you can do this by right-clicking on them and selecting Properties from the pop-up menu. You're now ready to rock and roll!

The best way to start out on your dungeon editing spree is to select the Creatures menu, and then choose Availability. You'll be presented with a large screen of check boxes; make sure you uncheck the All Players box before you select options for Players 1 to 4. The text box enables you to specify a maximum level to which creatures can train. This is great for preventing certain creatures pumping iron in the gym and becoming way too powerful. Next, choose the Spells menu and then click Availability. Try making a game where players don't have immediate access to the hand – in this scenario, Keepers will have to either research the spell from scratch or do without.

Other key areas of the editor are the rooms, traps, doors, heroes and money panels. While



fiddling around with these settings may seem a bit mundane, it does change the way multiplayer games pan out and is certainly worth experimenting with.

✚ **DKEDIT** (DKEDIT.EXE) is Bullfrog's kosher *Dungeon Keeper* editor. Make sure you read the DKEDIT\_README.TXT file that accompanies it. As with most other editors, installation isn't especially straightforward, and requires that you copy and edit certain files from your original CD-ROM.

✚ **UNDED** (UNDED074.EXE) is a beta *Dungeon Keeper* map maker. Although its two authors recently put a halt to further developments after the appearance of Bullfrog's own level editor, that's not to say it's crap; it isn't. Follow the installation instructions from *Dungeon Creator* to get the two data directories from the original CD-ROM on to your hard drive and you should be all set. See the CONTROLS.TXT file in the *UnDed* main directory for a better description of how to fly the thing properly.

✚ **CREATURE EDITOR** (CFGEDIT.ZIP) is a teensy DOS-based frigate that you run from the

You'll be able to notice the difference after just a few small alterations.

✚ **SOUND EXTRACTOR** (XSFX.ZIP) enables you to pull out all the various sounds from the *Dungeon Keeper* main files. Dump the executable into a separate directory and then fire it up, passing the name of the file (SOUND.DAT or SPEECH.DAT) as arguments. It'll then go bananas and extract a swarm of .WAV files into the same folder. As yet there's no way of editing these sounds and stuffing them back into the game.

✚ **DK PATCH** (DKPATCH.ZIP) enhances the level computer intelligence and improves the algorithms that control creature activity. So if you've ever thought that your minions were acting a bit odd (even after a good, hard spanking), or that computer opponents were a bit of a pushover, try whacking this patch onto your hard drive.

✚ **DIRECT3D UPGRADE** (D3D101.ZIP) made a fleeting appearance on the CD a few issues ago, but since we're back on the subject of *Dungeon Keeper*, here it is again. It gives the game full support for 3D

file in the archive gives a full compatibility list) and DirectX 5 installed on your machine. If you do, run the patch, fire up the game and get ready to wipe serious amounts of spooze from your screen.

✚ **17 NEW MAPS** are included on this month's CD as a bonus. If you fancy creating your own or changing the ones here, take a look at both the *UnDed* or *DKedit* map editors.

## JEDI KNIGHT

✚ **Bake your own Jedi Knight maps with the Net's favourite editor**



Although many would say that *Jedi Knight: Dark Forces* owed its huge

success to the fact that it comes in a *Star Wars* wrapper, the game's atmosphere, plot, constantly evolving storyline and attention to detail lifted it way above the competition – including *Quake*.

✚ **JED** (JED.ZIP) is a complex Windows-based builder/editor that enables you to manipulate and create your own *Jedi Knight* maps. It even has its own 3D preview, enabling you to see just how much of a mess you've made without having to load up the whole game. The downside is that it's very badly documented – come to think of it, there isn't any documentation – so the best thing to do is work through the two included tutorials (JEDTIPS.ZIP) before you start.

*JED* is based around a two-dimensional grid of dots and lines that represents the 3D space of a *Jedi Knight* level. To move around it, use the cursor keys: shift plus



Jedi Knight: get your maps out for the lads.

left and right rotates the map around its vertical axis; shift plus up and down rotates around the horizontal. To select an element, click on it. If items are close together, click again and you should find that you'll cycle through all adjacent objects. You can also use the 'N' and 'P' keys to select next and previous objects and textures respectively.

This latest version enables you to select multiple items, which is a big step forward from previous incarnations. Either hold down the Alt key and drag-click around the items you want, or position the cursor over them and hit the spacebar. Once selected, you can edit an object's attributes by selecting Item Editor in the main Tools menu or by hitting Enter on the keyboard. You can also move objects around by holding down Ctrl and moving the mouse.

✚ **KESSEL SPICE MINE** (KESSEL.ZIP) represents one of the Imperial spice mines on the planet Kessel. It's a medium sized

level, much of it out in the open air, and is suitable for any number of players. To install this and other additional levels, copy the .GOB file from the archive into the EPISODE folder of the main *Jedi Knight* directory and you're all set!

✚ **THE LOST BASE II** (LOSTBASE2.ZIP) is a medium-sized level. Great for between two and five players. It's an improvement on the original Lost Base level which received a lot of attention when it first appeared earlier on in the year.

✚ **STARPORT** (STARPORT.ZIP) is a large arena and very interconnected. Hallways, one- and two-way elevators, cars, ventilation shafts and a loading tube all combine to provide access to the multi-storey starport.

✚ **TERMINAL** (TERMINAL.ZIP) is a small duelling playground suitable for no more than four players. Great for brushing up your deathmatch skills. ☑

## “Windows tools means that tampering with your games to make them play the way you want them to is a wonderfully easy task”

same directory as the CREATURES.TXT file in your *Dungeon Keeper* home directory. It presents you with a long list of menus; use the cursor keys to move up and down them. Hit Enter to edit a value, 'S' to save your changes and 'Q' to quit.

accelerator cards using the Direct3D standard, and supports the 3Dfx Voodoo, 3Dfx Voodoo Rush, nVidia-RIVA, AT: Rage Pro, VideoLogic PowerVR, 3DLabs Permedia and Rendition chipsets. Make sure you have one of the listed cards (the ReadmeD3D.txt

## POD

✚ **Download new add-ons, and get some more wheels**



Ubi Soft's fancy racer has a surprisingly strong presence on the Internet, due mainly to the fact that cars, tracks and cheats are available in abundance. There's also the small matter of the game being a genre classic – a 90%-rated *PC Zone* Classic, in fact. And no wonder: it pumps along at an amazing rate on low-end MMX chips, and looks simply fantastic on high-end 3Dfx machines; the lavish *POD* universe is replete with solar flares, reflections and true perspective; up to eight players can dive in and experience it over a network; to top it all, it drives like a dream. Ubi Soft's goal was to create a game as impressive as Geoff Crammond's *F1 Grand Prix 2*, yet as accessible as *Sega Rally*. Looks like they got it just right.

✚ **CDPATCHER** (CDPATCHER2.ZIP) enables you to download new *POD* add-ons without using Ubi Soft's Ubi Online service. It also enables you to save them directly to your hard disk, so you can transfer them to other machines. Note: you'll need to install *CDPatcher* before you can use additional cars or tracks.

✚ **23 NEW CARS** are on the cover CD this month, and all must be accessed using the Ubi Soft *CDPatcher*. If you have an MMX machine without 3Dfx, make sure you use the files from the NORMAL directory on the *PC Zone* CD. If you have a 3Dfx-compatible card, use the 3Dfx directory. Simple, eh?



✚ You won't see many of these sleek four-wheeled devils in your local Go-Faster roadster emporium, but you'll find 23 of them on this month's cover CD. So load 'em up, rev 'em up, and... well, easy as getting run down by a car, really.





Wireplay

The games network from BT

# NEWSWIRE

The month's hottest news from Wireplay, the UK's Number One online gaming network

★ WIRED Warren Christmas and David McCandless



Can you beat the rest of the world at Quake II? No? Oh well.

## MINISTRY OF FRAGS

More details have emerged on Quakeadelica, Wireplay's mega-huge UK Quake II tournament which was announced exclusively in last month's PC Zone.

Heats for the competition will now take place on Wireplay itself during September, and the top eight players will be invited to slug it out and compete for cash and prizes out in front of various celebrities and special guests at the Ministry Of Sound club in London on Thursday, 15 October.

The overall UK winner will then get to take on Thresh (aka Dennis Fong), the American generally regarded as the best Quake player in the world, in the day's grand final, set to take place – rather bizarrely – in a special virtual boxing ring.

Entrance to the finals at the world-famous south London nightclub will be free to members of the public on a first come, first served basis, with all the action shown on large screens especially erected for the event. More information on what promises to be the gaming event of the year, including details of how you can enter, can be found at [www.quakeadelica.com](http://www.quakeadelica.com) and [www.wireplay.com](http://www.wireplay.com). Don't miss out!

## WIREPLAY CHARTS



### JULY 1998

Quake II finally overtook Quake as the most popular game on Wireplay in July. Elsewhere, Forsaken, one of the recent additions to the service, has crept into the Top 10.

- 1 Quake II
- 2 Quake
- 3 Air Attack
- 4 MUD II
- 5 Duke Nukem 3D
- 6 Age Of Empires
- 7 C&C: Red Alert
- 8 Total Annihilation
- 9 Forsaken
- 10 Jedi Knight

## Wireplay Quakeadelica

## WIREPLAY: TAKE US ON

Another month, and another chance to take on PC Zone at a variety of games using the Wireplay service. We've chosen Unreal, Quake and Age Of Empires this month, but we're always open to suggestions from readers for future events. You probably don't stand a cat's chance in hell of beating our team of experts, but if you're stupid enough to think otherwise, write in to the usual address, or e-mail us at [letters.pcz@denis.co.uk](mailto:letters.pcz@denis.co.uk) with details. Please remember to include your Wireplay nickname in any correspondence.



WEDNESDAY 12 AUGUST

## UNREAL

Take on various members of the PC Zone posse, including Richie, at Epic's Unreal... and marvel at how (not very) good we are!

**INFO:** This is a free-for-all event – just log-in anytime from 6pm-9pm on the day. If you compete against us on the night, please e-mail Richie at [richie.pcz@dial.pipex.com](mailto:richie.pcz@dial.pipex.com) afterwards with the subject line 'Man, you're unreal!' to tell us what you thought of our performances. Oh, and watch out for a special report in next month's issue.

**PRIZES:** The best performer on the night will be crowned our Player of the Month and sent £60 of HMV vouchers, courtesy of Wireplay.



WEDNESDAY 19 AUGUST

## QUAKE

Some of us haven't played the original Quake for ages, so let's do it, people. Several of the Zone crew will be up for this one. Oh yes.

**INFO:** Again, this is a free-for-all event – just log-in anytime from 6pm-9pm. You'll probably find us on our own QuakeWorld server, although we may hop around during the course of the evening. We're open to requests if you want to play a particular level or variant of Quake – just e-mail us at [richie.pcz@dial.pipex.com](mailto:richie.pcz@dial.pipex.com).

**PRIZES:** The best player of the night will win a game of his/her choice. So if you play, make sure you let us know who you are!



## WHAT IS WIREPLAY?



## IT'S A GAMES NETWORK

Wireplay is a games network from BT which enables you to meet and compete with other gamers from all over the UK – and figures show an ever-increasing games community are meeting regularly on Wireplay for their multiplayer fix. All the software you need to get going is available, free of charge, by calling Freephone 0800 800918 (give 'em your details and you'll be sent a free CD) or from [www.wireplay.com/uk/downloads](http://www.wireplay.com/uk/downloads).

## 2 WAYS 2 PAY

There are two ways of paying for your time. The Pay-As-You-Play option costs 2.5p a minute off-peak and 6p a minute during peak hours. Frequent players can use the Subscription service, which costs £9.95 a month or £99.50 a year, with all calls then charged at local rates at all times.

ZONE ON WIREPLAY  
QUAKE II, JULY 15

It was a cold dark night. Outside, the wind howled, picking up tramps and dashing them like water bombs against the walls of buildings. Inside, in the warm glow of the PC Zone office, a furious battle raged – an electronic war, fought in virtual space between long-seasoned combatants. Forsooth, 'twas a head-to-head between David McCandless, *Quake II* ninja and respected games luminary, and the Wireplay technical support line.

## WIREPLAY: FIRST HAND

"I've done that!" McCandless is bellowing down the phone. "It's still giving me the disconnected icon!"

The ever-polite voice at the end of the line is assuring the raging journalist that a smooth, uninterrupted game of *Quake II* on Wireplay is but a few console commands away.

It's 8.35pm. For two hours, McCandless has been struggling to get Wireplay working properly. You can tell this because the front panel of the computer has been smashed and his mouse is broken. Normally, the BT-coded software is gloriously easy to use. Unfortunately, Wireplay chose to invite a PC journalist onto their servers for a Celebrity Deathmatch the same week they were trying out their new 56K x2 fast modem connections. The result: chaos.

Once the issues had been straightened out (clamping your modem down to 28,000bps), the games commenced. There are about ten *Quake II* servers running on Wireplay, through a jury-rigged



According to Wireplay, Macca was "pretty useful".

QuakeWorld system. You can play on the PC Zone server (which runs the Lithium patch), or play various flavours of deathmatch including DM3 and CTF, as well as huge 64-player maps and mission pack mods.

McCandless opted to squeeze onto the PC Zone server (maximum 12 players) but was so late that nobody believed he was really from PC Zone.

"Yeah, yeah, course you are," they said.

"But I am! I really am!" he shouted back.

Nevertheless, he soldiered on, dominating some games and being utterly caned in others. The quality of play, apparently, was "surprisingly good". Various clans were present – notably THC – and the chat was polite and funny. The games were very, very smooth, with pings in the 150-200 range with very little lag.

By far the best player our Macca encountered (who didn't abuse him for 'pretending' to be from PC Zone) was Poon, from the clan THC. Rah rah.

## FROM THE WIRES

★ Sujoy, arguably the UK's greatest *Quake* player (it says here – see last month's Obsessed feature), has been spotted increasingly on Wireplay over the last few weeks. Anyone who wants to see the main man in action will find recordings of his 'work' in the demos section of the Wireplay *Quake* Zone at [www.wireplay.com](http://www.wireplay.com).

★ Wireplay's ever popular *MUD II* world has just had a mammoth update by its creator, Dr Richard Bartle, who has made over 275 changes, including new creatures and objects, various player enhancements and a new system for the creation of houses and guilds. *MUD II* is available free from the downloads section at [www.wireplay.com](http://www.wireplay.com).

★ Wireplay's GameWorlds channel, which hosts the likes of *Quake*, *Quake II* and *Unreal*, now supports the x2 56K modem standard for ultra-fast connections. Support for V.90, the soon-to-be universal modem standard, is expected to be added in the next few months.

★ The QuakeWorld servers have been upgraded to use version 2.21. If you need the upgrade, or any future revisions, they're readily available from Wireplay's download areas. Meanwhile, a server has been set up dedicated to the *Quake II: The Reckoning* mission pack.

★ A new version of Wireplay's client software (v2.2) should be available by the time you read this. New features include a Game Setup Wizard, which automatically scans

your PC for supported games, and improved resilience and recovery from server errors. More news on this next month.

★ And finally... a new *Forsaken* club has just been launched on Wireplay. Anyone interested in joining and competing in the regular prize nights should contact the club captain, Jason Brown (aka Mr Fragger), at [mr\\_fragger@jaseshome.demon.co.uk](mailto:mr_fragger@jaseshome.demon.co.uk) or go to [www.jaseshome.demon.co.uk](http://www.jaseshome.demon.co.uk) for more information.

★ Jason's *Forsaken* home page is a bit cool. Check it out, funk soul brothers.



## WIREPLAY GAMES

*Backgammon* is the latest game to be added to the service. Playable on Wireplay or offline in single-player mode, the 2.2Mb game is available free from the Mind Games download area at [www.wireplay.com](http://www.wireplay.com). If there's a particular game you'd like to see supported, e-mail [wirenews@wireplay.com](mailto:wirenews@wireplay.com). Here's a list of the best games on the service...

- ★ Actua Golf 2
- ★ Actua Soccer 2
- ★ Air Attack
- ★ Age Of Empires (inc trial version)
- ★ Armored Fist 2
- ★ **NEW!** Backgammon
- ★ Big Red Racing (inc Wireplay Edition)
- ★ Blood (inc shareware v1.1)
- ★ Command & Conquer
- ★ Comanche 3
- ★ Dark Omen
- ★ Daytona Deluxe (inc demo)
- ★ Descent/Descent 2 (inc demo)
- ★ Doom (v1.9)/Doom II/Ultimate Doom
- ★ Doom Shareware (v1.666)
- ★ Duke Nukem 3D
- ★ EF2000: Wireplay Edition
- ★ Extreme Assault
- ★ F-22 ADF
- ★ F/A-18 Korea
- ★ Final Liberation
- ★ Formula Karts
- ★ Forsaken (inc demo)
- ★ Fragile Allegiance
- ★ G-Nome
- ★ Incubation
- ★ Jedi Knight (inc MOTS)
- ★ Microsoft Flight Sim '98
- ★ Monster Truck Madness 2
- ★ MS Cart Precision Racing (inc demo)
- ★ MUD II
- ★ NASCAR 2
- ★ NetMech
- ★ Outwars
- ★ Plane Crazy
- ★ Quake/Quake II
- ★ Red Alert (inc Counterstrike/Aftermath)
- ★ Redneck Rampage
- ★ Shadow Warrior (inc shareware)
- ★ Sid Meier's Gettysburg
- ★ Star Wars Supremacy
- ★ Terminal Velocity
- ★ Total Annihilation
- ★ Unreal
- ★ Uprising
- ★ Various card and board games
- ★ Virtua Fighter 2 (inc demo)
- ★ Virtual Pool/Virtua Pool 2
- ★ Virtual Snooker
- ★ WarCraft 2 (inc demo)



Wireplay  
The games network from BT



WEDNESDAY 26 AUGUST

## AGE OF EMPIRES

Your chance to play PC Zone's Deputy Editor, Chris Anderson, and no doubt others from our team, at Microsoft's strategy classic.

**INFO:** Just turn up anytime from 6pm-9pm on the day and you'll find us there. If you want to guarantee yourself a game against Chris, however, or if you have any queries, please e-mail him beforehand at [chris.pcz@dial.pipex.com](mailto:chris.pcz@dial.pipex.com) with the subject line 'Come on if you think you're hard Chris, or something?'

**PRIZES:** The best player of the night will win a game of his/her choice. So, again, if you play, make sure you give us your details!



# THE LIONHEAD DIARIES



Continuing our insider's view of the making of *Black And White*, the first game from new developers Lionhead

WORDS Steve Jackson

## PART 8: HALFWAY HOUSE

I finally got my first real glimpse of *Black And White*, the game we had all been working on for the last nine months, at the E<sup>3</sup> trade show in Atlanta in May of this year. Before E<sup>3</sup> I'd often thrown my hands in the air in exasperation. "But where is this game, then?" I wanted to know. "No one seems to be able to show me anything! What does everyone do all day? Where's the bloody game?"

But the all-night coding sessions had finally produced something even I could appreciate. Admittedly, the version on show at E<sup>3</sup> was only a working version created to test the gameplay, but many of the main features were there: landscapes, tribes, spells, titanic creatures. Tiny villagers tottered about over a wireframe countryside, chopping down trees, fishing and ploughing fields. A flick of the mouse would cast a fireball spell rolling out across the landscape. A Godzilla-sized ogre stomped on villagers and ate them up like peanuts.

How had all this stuff come about? At the start, of course, Lionhead had nothing at all, so the first job was to plan out the organisational scheme for the project – things like the basic class structure of programs and files, naming conventions and the way the map would be stored.

Once these had been decided, the programming team – just four people at the time – could begin on libraries and tools. The libraries are the essential little utility files which hide the underlying machine from the pure game code. An example might be the screen handling routines which are used to take over control of the screen.

The tools are utility programs which stitch the bewildering array of graphics files into a format the game engine can read. An example of this is the sprite editor which is used to line up the animation frames; Jonty Barnes' first job was to get the sprite editor underway.

Our systems specialist Tim Rance began by planning out the networking routines. These were developed and tested with a game of *Snakes* which Tim wrote for the purpose.

Mark Webley worked on the creature artificial intelligence. At this stage, he had to make educated guesses at what would be required later in the game from these routines. Some things, like deciding where the creature was going or whether or not it was hungry, were straightforward. How it saves memories of 'learned' experiences is not so easy, and would be finished later. All these AI 'states' are recorded on an Excel spreadsheet, and Mark wrote the routine for reading this spreadsheet as game data. The beauty of using a spreadsheet is that during testing, the balance of the game can be modified easily by testers who know nothing about programming. They simply open up the spreadsheet, change a few numbers, and voilà! A creature has doubled its strength, halved its speed or increased its ferocity by 50 per cent!

Meanwhile, Jonty moved on to work on the navigation program, the artificial intelligence routines which direct a villager or creature to get from A to B in as natural and efficient a manner as possible. This navigation routine is always the bane of any computer game, but once sorted out it was possible for Peter to start breathing life into the little villagers. Each villager needs to have his own job, get hungry, thirsty, frightened, horny... And these are only a few of the possibilities.

**"If I ever looked at the whole picture, I'd be far too scared to program this game!"**

PROGRAMMER JONTY BARNES

For the test bed, some images would be created as simple bitmaps. As sprites, these 2D images could be animated in the traditional cartoon cell way: replacing one sprite with another, frame by frame, gives the illusion of movement.

Later, images are created in 3D. For this, Mark Healey and Jamie Durrant at Lionhead use *3D Studio Max*. Here everything is made up of geometric shapes (polygons) which form a 'skin' around the outside of an object, which is modelled in 3D. Simple objects use fewer polygons – a plain cube, for example, uses only six square polygons. More complicated objects, like a human face, can use hundreds or even thousands of polygons. Once the 'wireframe' object has been created, each polygon is filled with colour or texture, and the entire object can be animated relatively easily. Because it has been created in 3D, it can automatically be viewed from any angle; there is no longer any need to re-draw the object from 16 different points of view, as the computer works it out for you.

At the time of E<sup>3</sup>, *Black And White* was perhaps halfway through its development. Around 143,000 lines of code had been written already, and the master list of graphics had run to over 16,000 pictures to be drawn. If all this sounds like an enormous amount of work, then you can understand why it can take a team of 15 programmers and artists two years to create one game. The task ahead was well summed up by Jonty Barnes, who once said to me: "The only way I can ever cope with the enormity of the job is by looking ahead, task by task. If I ever looked at the whole picture, I'd be far too scared to program this game!"

Co-founder of Games Workshop, author of *Fighting Fantasy* Gamebooks, game designer, and columnist for *The Daily Telegraph*, Steve Jackson is now a director of start-up games developer, Lionhead.

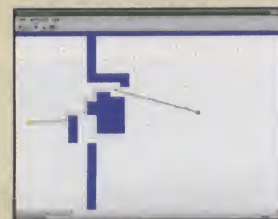
Part 9 follows in next month's issue, out Friday 4 September.



The concept shot Peter gave to the artists, saying: "This is how I'd like the game to look."



How it can look, according to how the game is being put together.



Jonty's navigation program works out how to get from the green spot to the yellow spot through a maze.



The current test bed version, as shown at the trade show E<sup>3</sup>.



The early test version in development – red blocks moving round a wireframe.



SEPTEMBER ISSUE



**MAXIM**

THE MAGAZINE FOR MEN

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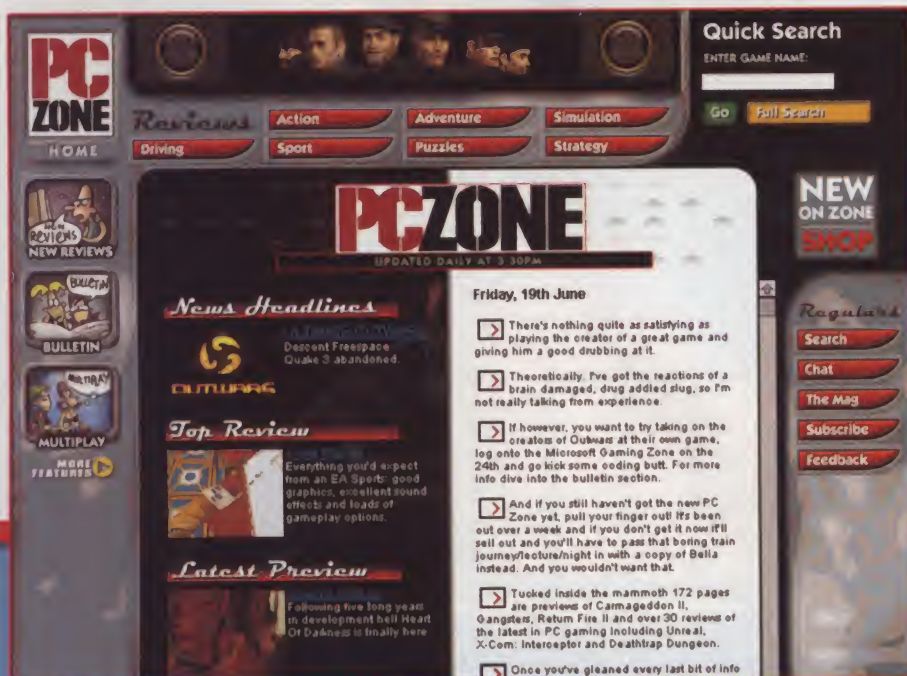


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# WARNING! Serious PC Games Zone



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# THE BITTER END



All the daft stuff we couldn't cram in anywhere else

★ JOKER Charlie Brooker

## MINI ICQ BIOS

### Looking for the serial killer of your dreams?

The popular online chat program ICQ encourages users to sum up themselves and their interests in as short a space as possible for the benefit of interested parties. Many are touting for 'cybersex'; many are lonely; many are simply insane.

Below are some genuine examples we found. Search for their nicknames and you too can chat to them!

★ **Johnny F'n Darkness** — I love hardcore music, and I am 16, a skater and I kick ass. Some call me the One Man Lynch Mob.

★ **Embalmer** — Don't let the name fool ya, ladies. I am the masta of lovin'. Just ask one of my clients.

★ **Rachel** — I am a 21-year-old Criminal Psychology major looking for some guys to help with my research paper. I have two weeks to complete my paper on the *Serial Killer Personality*. So, any white males between the ages of 18-30, please contact me if you're interested.

★ **Dr Smooth** — I am an 18-year-old college student at NCSU. People call me Pimpstick.

★ **obi wan** — Looking for other magicians, fakirs, wizards, yogis, mindfreaks etc. Use our minds in a way we can control matter. Ordinary people, please do not react!

## Golden Shovel AWARDS

In the sick and sorry world of the games industry there are lies, damned lies and press releases. Every day, a section of rainforest the size of Grimsby is destroyed in the name of public relations, and much of the resultant bullshit lands on *PC Zone's* news desk. Have yourself a whiff at these...

★ **Straw-Clutching Award** "Sick of the same old soccer retreats? Garage full of action and management soccer games? Pinball Games Ltd bring you football — chrome-plated!"

— Sick of soccer? Buy pinball instead.

★ **Err, like duh? Award** "Pinball Soccer '98 is the only soccer game to bring you two-player simultaneous on-screen action!"

— We don't think they've done enough research into this games lark.

★ **Absolute Outrage Award** "You're bored with race games, right? Seen the film, read the T-shirt, ate the biscuits? But now — be prepared for something *Outrage*-ous! NIMS Software have achieved the impossible. They've mixed Sir Isaac Newton with Arnie Schwarzenegger!"

— How they achieved this we shudder to think.

★ **Absolute Outrage Award II** "The result? *Outrage!* A new generation of race/combat game that literally blows away the competition."

— Literally? Literally?

★ **Can't Wait Award** "[*Outrage!*] arguably utilises true physical models for the first time in a race game."

— Very arguably indeed.

★ **Sucker Award** "[*Outrage!* features] furious combat with weapons that even scared the guy who wrote this press release!"

— Ho ho! Stop it! You're killing us!



# OAP IN NET SLAUGHTER

Angry mob forced to retreat by phone lines

★ FROM OUR CRIME CORRESPONDENT Hieronymous Yam

An elderly man has been murdered by the Internet, it was revealed today. Lawrence Benwick, 67, was walking alongside a canal in Malmesford, Trowershire, when the Internet leapt out from behind a bush and kicked and punched him to death.

The sheer savagery of the killing has stunned police officers. "This is a truly dreadful crime," said Chief Constable Paul Benelux. "The victim had to be identified using dental records and a sieve."

"It seems the Internet beat Mr Benwick to the floor and kicked his jaw clean off his head, gouged out his eyes and bashed in his skull. Then it scooped out his kidneys with a big spoon. It went on to tear out his ribs, which it subsequently used to stab his thighs to a pulp. Finally, it fed Mr Benwick's lungs into a mincing machine and set fire to his arse."

"Make no mistake — we're dealing with a maniac here."

Within minutes of the news reaching the residents of Malmesford, an angry mob

formed outside the Internet's home on the nearby Futersby Estate. Leading the crowd was 34-year-old florist Damien Bakerton, who distributed his extensive collection of gardening equipment among the furious masses.

### TROWEL MOB HOUSE BASH

Armed with pitchforks, hoes and trowels, the enraged throng smashed the house to brickdust, only to discover the Internet had escaped down a telephone line.

Undeterred, Bakerton led a small group of men into the phone line in search of the runaway killer, but they were forced to return when they realised that what they were doing was in fact completely impossible.

"The laws that govern reality have been exposed as a farce," said Bakerton. "An innocent man lies dead and his murderer gets away — all because of a stupid rule that says human beings can't travel through tiny wires. It's disgusting."

Yet the Internet is unlikely to evade justice indefinitely.

### GUN COP SOCKET RESPONSE

Last night, Trowershire Police revealed that they have stationed a man outside every telephone socket in the county.

"These are heavily armed, fully trained officers, ready and prepared to take the Internet down if it dares show its face," revealed Police Chief Benelux. "Clearly, we'd prefer to capture it alive, but if necessary we'll blow its bloody head off."

And whether the police like it or not, it seems the violent option may be the only thing that will satisfy the outraged residents of Malmesford.

"They should poke the Internet's eyes out," said 18-year-old Malmesford beauty Jennifer Yorke.

"And then chop off its legs with an axe," added her companion, 19-year-old topless dancer Foxi Thighmaster, shortly before being taken out for dinner on expenses by our reporter, who got to 'base four' with her at 12.27am in his hotel room.

The Internet is sick and wrong.

## THE ENDLESS ENCYCLOPAEDIA OF VIDEOGAMES

In monthly cut-out-and-keep installments



### NO. 1: SPACE INVADERS

*Pong* may have been the original arcade game, but Taito's *Space Invaders* was the first to really impact upon the public consciousness. The game's bleak monochrome nihilism inexplicably struck a cord with the masses, and universal fame soon beckoned. The Barron Knights wrote a 'hilarious' song about them. They were the first videogaming superstars.

But why? *Space Invaders* was shit. Look at it. Do you see a terrifying onslaught of countless swarms of extraterrestrial invaders, descending from the skies with merciless tenacity, annihilating the Earth's defences with a fearsome bombardment of white-hot laser blasts? No. What you get is a couple of rows of synchronised jellyfish, shuffling from side to side

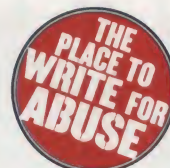
with all the quicksilver elegance of a geriatric chorus line demonstrating a range of iron callipers.

And if the way they look is resolutely unimpressive, then their 'superior alien intellect' is even worse. They're sitting ducks who can't even be bothered to aim their shots properly. Wipe out one wave and another takes its place. But do they learn from their mistakes? No, they carry on shambling back and forth like idiots. No wonder we only bothered to send a solitary piddling tank to sort them out.

*Space Invaders? Space Twats, more like.*



# SICKNOTES



It's deadline day. We're tired. And hacked off. Then you lot send us a load of old rubbish. Welcome to Sick Notes, where rubbish letters are tortured to death with pliers

★ ANSWERED BY Charlie Brooker

## SEND US YOUR SICK NOTES

Sick Notes wants your letters – but more than that, we want your game ideas. Yes, that's right: we want you to design a game and send it to us. And we want more pictures. And more comments about Banbury. And some new shoes.

WRITE TO Sick Notes, PC Zone, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ.

E-MAIL [letters.pczone@dennis.co.uk](mailto:letters.pczone@dennis.co.uk) with the subject heading 'Sick Notes'.

**“Premeditated mass murder caused by arsenic-laced cornflakes is hardly on a par with distributing a Panzer Commander demo with no gun, impact or crash sounds”**

## SOFT, STRONG AND VERY VERY WRONG

You asked us to write to you if we thought we were hard enough. I would like to say, of course I'm hard enough. The question is, are you? Anytime anyone says anything nasty to you, you threaten suicide. Well, I say: go right ahead. No one will know or care. Besides, all you ever do is slag people. You should have a proper editorial in your so-called magazine – which, by the way, I use as toilet paper. As I wipe my ass with your face on the back page, I'll think of you with your head in the oven and smile.

Tony O'Tierney, Mars

★ As anyone who's ever suffered the indignity of being surprised by a missing toilet roll and ended up desperately wiping their backside on glossy magazine paper can attest, it's a messy and painful business. Unlike Andrex, PC Zone is neither comfortable or absorbent. It'll only end up chafing your anus, smearing

excrement across your buttocks, and clogging up your lavatory. But then again, you probably love that kind of thing. It's your only source of amusement. Because you're clearly very lonely.

## WORDS DON'T COME EASY

I want to complain about the language used in your magazine. I buy PC Zone to read about computer games, not to read offensive words. Is it really necessary to resort to foul language so often? It just seems so unnecessary. There are other words you can use without being abusive. I suggest some of your writers invest in a dictionary.

Douglas Farrington, Leicester

★ Sorry if we've offended you. We'll use less 'blue language' in future. And we've already followed your advice and bought ourselves a dictionary. It's fantastic. We've learnt lots of new words already. You auto-fellating coprophage, you. [X]

## LOSER OF THE MONTH

### CD CHARACTER

Just got the latest issue of PC Zone and have decided that I'll never be buying your shite again. Why? (Goes on to list elongated series of petty gripes concerning cover CD – Ed) ...and just to finish off, the following is printed on your CD's paper insert: "These CDs have been virus checked; however, neither PC Zone, Dennis Publishing or any associated companies can be deemed liable for any problems that may arise from using the discs."

Just where the f\*\*k do you get off with that load of piss-taking shite? You sell the mag and make yourselves a nice little earner, yet you think you can deny any responsibility if your product causes problems? Just what do you think you're on? Next we'll have Kellogg's selling arsenic-laced cornflakes and saying it's nowt to do with them when people spew their rings over the kitchen worktop.

If you want to accept zero responsibility I suggest you give the discs away for free – or alternatively stop printing the mag altogether and simply send begging letters to everyone in the UK asking for a handout. Stop taking us punters for complete twats, okay?

Sigrun Helgason, Eastbourne

PS If you want to know how to make a disc that autoruns, has a nice, user-friendly menu, and has demos that actually work properly, check out PC G\*m\*r's efforts.

★ Yes, yes, but you're overlooking a few vital points: 1. If Kellogg's did start selling arsenic-laced cornflakes, it would be a deliberate act of premeditated mass murder, bound to cause grief and suffering on an apocalyptic scale. This is hardly on a par with distributing a Panzer Commander demo featuring "no gun, impact or crash sounds". Unless, of course, you think it is, in which case you are an immense fool. 2. Yeah, we virus-check the CD. Yeah, we make sure everything runs correctly. No, we can't guarantee it'll all run seamlessly on your computer. Almost every PC in the land is unique, and it's impossible for us (or the developers who provide the demo software) to know precisely how your system is configured – and occasionally this can cause problems.

Nine times out of ten, everything's hunky-dory; we run a CD helpline for the occasions when it isn't. Did you try calling? Or are your fingers too fat, stubby and unpleasant to operate a push-button phone? Not that we know whether you are overweight; you just sound like you are. Go neck a pie, chubster.

3. That disclaimer is a legal necessity. Among other things, it stops us being sued when someone decides to glue a CD to the end of a stick and slash people's cheeks open with it. Or tries to force it into their floppy drive. Or eats it. Or shoves it up their arse. Which is what you can do with it, gutboy.

4. Is that the same PC G\*m\*r who recently distributed a virus on their CD? Should we follow their lead, porky?

In summary, then: work it up your dirtbox.

CHARLIE BROOKER



Ooh, look – those are new, aren't they?



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